



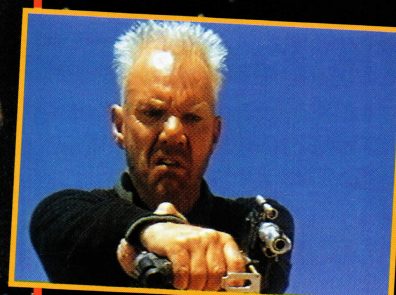
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**The Edo and Rubicun III**  
*Paradise on the surface only*

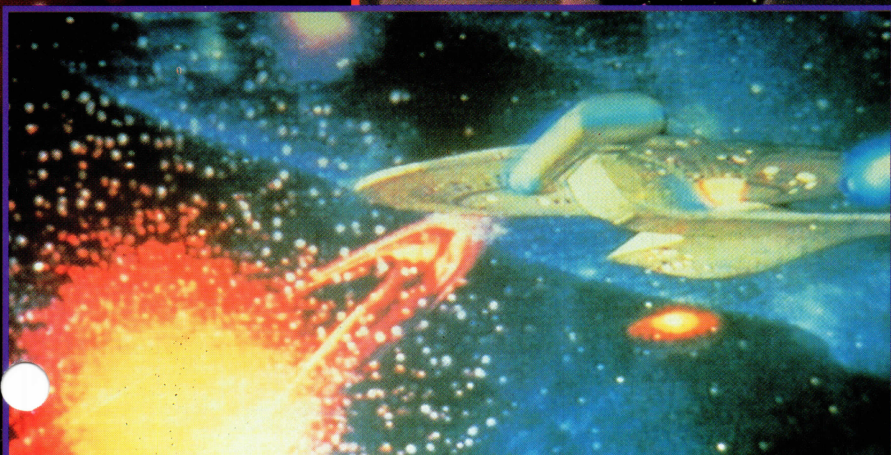
**The Deadly DaiMon Bok**  
*Out to avenge his son's death*



**Soran's Lethal Weapon**  
*Detailed technical specifications*



**James T. Kirk in Love**  
*Women he wooed in his youth*



**The Bajoran Military**  
*Fighting the oppressors*



**Galaxy M33: Across the Universe**  
*Unexpected journey for the U.S.S. ENTERPRISE*

ISSN 1364-3983







# THE OFFICIAL STAR TREK<sup>®</sup> FACT FILES



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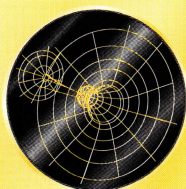
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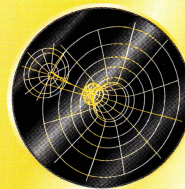


SPACE  
PHENOMENA

# The Guide to the STAR TREK Galaxy

FILE 5

CARD 29D



SPACE  
PHENOMENA

## BRAXTON AND THE AEON

When a vessel claiming to be a *Starfleet Timeship* from the 29th century appears and threatens the *U.S.S. Voyager NCC-74656*, both vessels are sucked into a temporal vortex that takes them back to the 20th century.

**T**here is evidence to suggest that some **Starfleet** crews have encountered temporal anomalies, and a few ships have even traveled through time. However, by the end of such cases, the timeline is usually restored, and the officers who have experienced the anomaly often retain no memories of the altered timeline. They may be left unaware that anything has happened to them at all. An exception to this rule is two alternate futures experienced by the crew of the **U.S.S. Voyager NCC-74656**.

The experiences of the *Voyager* crew before and during a trip to 20th-century

Earth would seem to indicate that, by the 29th century, Starfleet is actively exploring and traveling through the timelines. Starfleet officers of this period are equipped with **Timeships**, and operate under a **temporal prime directive**, taking care not to alter history during their missions.

The *Voyager* crew become aware of this possible future when they are contacted by **Captain Braxton** of the **Timeship Aeon**, who claims to be from the 29th century. He appears from a temporal rift, and tells the *Voyager* crew that he must destroy their vessel in order to prevent a devastating

explosion in his time that will destroy the solar system. The *Voyager* crew are understandably reluctant to accept this fate, and in trying to defend themselves, they are drawn into the temporal rift. The ship is thrown 400 years back in time and halfway across the Galaxy, to 1996 Earth.

### Possible paths

They exit the rift to discover that Braxton's ship emerged three decades earlier. Unfortunately, the crash was witnessed by **Henry Starling**, a human from that era, and he was able to steal the *Timeship*. In the intervening years, Starling has salvaged the *Timeship's* technology and



▲ **The crew of the U.S.S. VOYAGER find themselves back where they most want to be: on Earth. Unfortunately, they have traveled back in time four centuries, and must be careful not to change history.**

has used it to produce a revolution in computer technology that has created PCs, the Internet, barcode readers, and other devices that have changed the face of the 20th century. However, from the *Voyager* crew's reaction, it would appear that, far from being a temporal anomaly, these devices are those the crew would expect to find in this era; rather than altering the

past, Braxton's crash has ensured that it proceeds as it should, more an example of temporal incursion than temporal anomaly.

Starling now intends to make his own jump into the future, the event that will trigger the devastating explosion in the 29th century. Luckily, *Voyager* is able to stop him, thus creating a different future than the one from which

### HISTORY AS CAPTAIN BRAXTON SEES IT

#### 1967

**Captain Braxton** travels back in time from the 29th century to investigate evidence of a temporal anomaly. He arrives in North America on Earth, 1967.



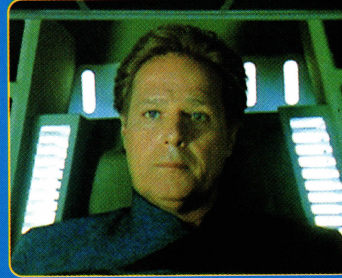
#### 20th Century

Someone from the 20th century finds and steals Captain Braxton's **Timeship**. He uses it to travel forward to the 29th century, with little thought for the consequences.



#### 29th Century

When the **Timeship** arrives in the 29th century, it explodes due to the incorrect recalibration of its temporal matrix. This is the disaster that **Braxton** travels back in time to investigate, resulting in a cycle of causality.



20th Century

29th Century

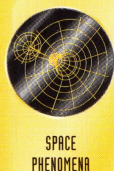


the Captain Braxton who appeared to them at the beginning of their journey hailed – a future in which the explosion never occurs. This seems to wipe that future Braxton from existence, replacing him with a Braxton from a 29th century that has suffered

no disaster. This Braxton travels back in time only to escort *Voyager* back to its proper time and place,

leaving the crew of the 24th-century ship aware of both possible versions of their future. Which, if either,

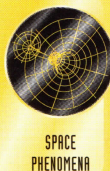
of these versions of the 29th century now lies ahead for Starfleet remains to be seen.



# The Guide to the STAR TREK Galaxy

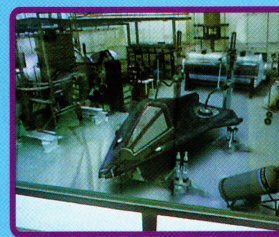
FILE 5

CARD 29D



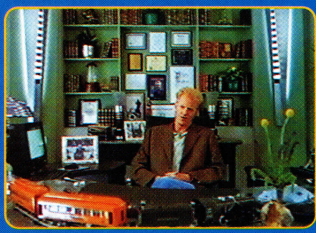
## BRAXTON AND THE AEON

Starling keeps the **TIMESHIP AEON** in his office building, waiting to use it to make his own journey through time to the 29th century.



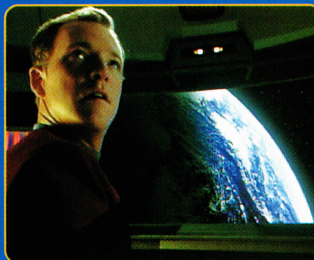
### VOYAGER'S TIMELINE

**1960's to 1990's**  
**Henry Starling** salvages equipment from the **Timeship** which he then claims to have invented, and uses it to found the company **Chronowerx**. Among his inventions are laptops, the Internet, and barcode readers.



**1996: I**

The **U.S.S. Voyager NCC-74656** emerges from the timestream to orbit Earth, having been drawn into the same temporal rift that deposited **Braxton** in the 1960's. **Starling**, having salvaged all he can from the **Timeship**, intends to make another jump to the 29th century to get



**29th Century**

Disaster strikes, and fragments of **U.S.S. Voyager NCC-74656's** hull are found in the wreckage. **Captain Braxton** of the **Timeship Aeon** travels back in time to investigate.

**1960's to 1990's**

**Braxton** lives as a bum in California. With nothing to prove his story, he is assumed to be mentally ill, and even spends time in a mental institution.



some more future technology; he launches the vessel and attempts to reach the future. Knowing that this will cause a disaster, *Voyager* attempts to stop him by firing a torpedo that also goes through the rift, causing an explosion.

**1967**

**1996**

**2372**

**29th Century**

**1967**

During a camping trip in the High Sierras, North America, **Henry Starling** witnesses the crash of a **Timeship** from the future.



**1996: II**

The rift in space opens, and the **Timeship** emerges. This ship's **Braxton** has never met the **U.S.S. Voyager NCC-74656**, but, having detected it in a time and place where it does not belong, he takes the ship back to the 24th century and the **Delta Quadrant**.



**2372**

The **U.S.S. Voyager NCC-74656** is contacted by **Captain Braxton**, who claims the ship is responsible for a disaster in his century. He must destroy the vessel to prevent this. The two ships attack one another, leading to the destabilizing of Braxton's rift. Both he and *Voyager* are pulled inside, sending them back to the 20th century.



### CREATED ALTERNATE FUTURE

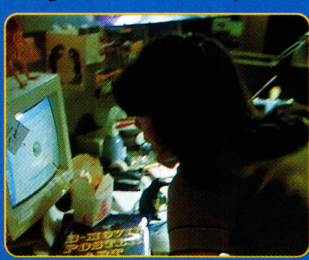
**1967**

A young **Henry Starling** enjoys an uneventful camping trip in the High Sierras.



**20th Century**

Without the 29th-century ship from which to salvage advanced technology, **Starling** does not instigate the computer revolution, though someone else may.



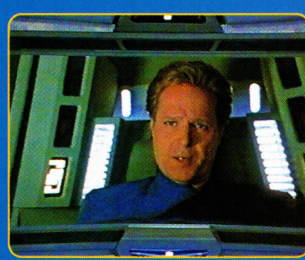
**1996**

A rift in space opens, and the **Timeship Aeon** emerges. This ship's **Braxton** has never encountered the **U.S.S. Voyager NCC-74656**, but, having detected the ship in a time and place where it does not belong, takes it back to the 24th century.



**29th Century**

**Captain Braxton** picks up evidence of the **U.S.S. Voyager NCC-74656**, a 24th-century ship, orbiting 20th-century Earth. He travels back in time to escort it back through the timestream to its proper time and place.

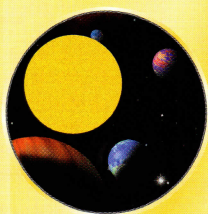


**1967**

**1996**

**29th Century**





STAR SYSTEMS

# The Guide to the STAR TREK Galaxy

FILE 4 APPENDIX CARD 1

## GALAXY M33



STAR SYSTEMS

Far beyond the border of the Milky Way Galaxy lies a myriad of unknowns — galaxies and star systems that are far beyond human understanding and perception.

**A**fter more than three centuries of human space exploration, very little is yet known about the universe beyond the confines of the Milky Way Galaxy.

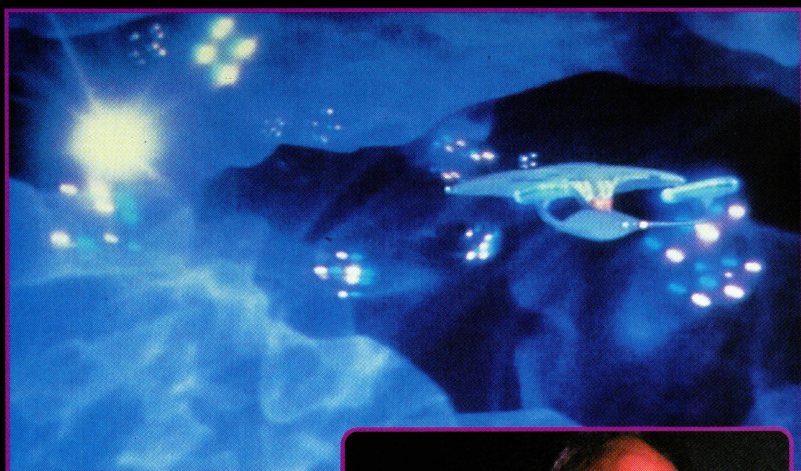
It is estimated that, as of the year 2364, only 11 percent of even our own Galaxy has been explored. But when a propulsion anomaly catapults the **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Jean-Luc Picard**, far beyond the borders of the Milky Way, humanity records its first visit to another galaxy. The area in which the **Federation** crew find themselves is listed as the 33rd item in Messier's Catalog of Nebulae and Galaxies, and is assigned the designation M33.

It is estimated that **Galaxy M33** lies approximately

2,700,000 light years away from Federation space. This makes it more than twice as distant as the Andromeda Galaxy, which is estimated at 1,000,000 light years away.

### Distant location

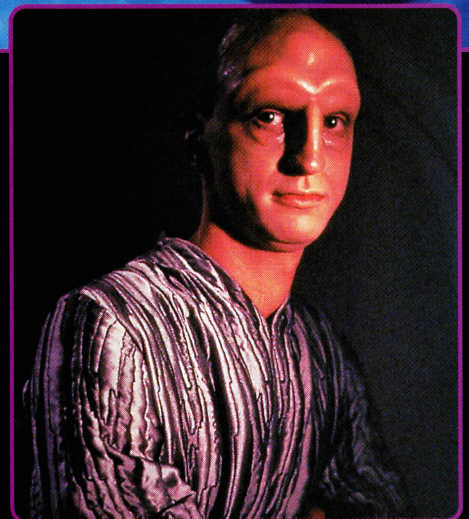
In order to reach Galaxy M33, it is necessary to travel beyond the limits not only of our own Galaxy, but to pass through two other galaxies as well, eventually ending up on the far side of Triangulum. The journey from M33 back to Federation space would require a starship to travel at maximum warp for approximately 300 years. Likewise, a message transmitted via **subspace radio** frequencies from Galaxy M33 would take 51 years, 10 months, nine weeks, and 16 days to reach Federation space.



▲ **The U.S.S. ENTERPRISE NCC-1701-D is the first Federation starship to travel to another galaxy.**

▶ **The Traveler is accidentally responsible for the ENTERPRISE's remarkable journey.**

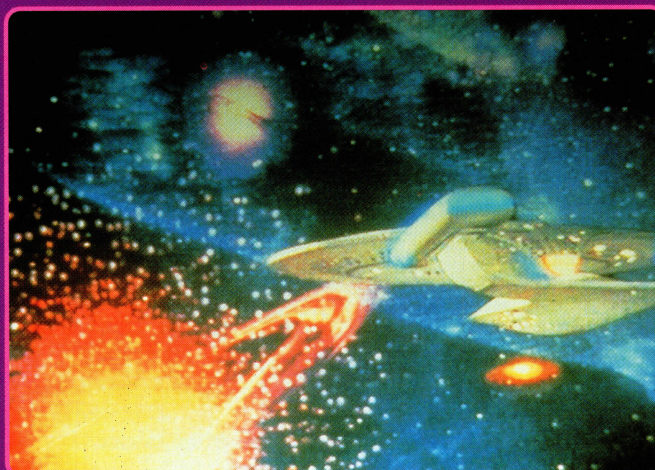
Unfortunately, the *Enterprise* crew have little opportunity to gather any useful information about this strange location. Most of what is known about it comes from visual observations, made in the midst of a crisis situation and under debilitating time constraints.



### FAR, FAR AWAY...

#### Unknown realms

Despite the **U.S.S. Enterprise's** visit in 2364, little is known about Galaxy M33. This unique opportunity for scientific investigation is all too brief; the circumstances surrounding the Federation starship's presence here preclude any intensive study of the unexplored galaxy. Some information is gathered through cursory sensor scans, but the results of these reveal little. To the naked eye, the space of Galaxy M33 contains a riot of color and shapes that coexist in a striking yet disordered manner.



▲ **When transported to Galaxy M33, the crew of the U.S.S. ENTERPRISE are faced with a double dilemma: should they focus their energy on finding out how to return to their own Federation space, now millions of light years away, or stay longer to explore and observe the wonders and mysteries of this uncharted region?**

|                            |           |      |         |
|----------------------------|-----------|------|---------|
| Galaxy                     | M33       |      |         |
| Age                        | Unknown   | Size | Unknown |
| Light years from Milky Way | 2,700,000 |      |         |

**Planetary bodies** The planetary bodies encountered within Galaxy M33 are massive. Their size suggests they may be gas giants, but it is unknown what stage of development they are at. There is no indication of intelligent life in the area.

**Important Features** Unlike much of the Milky Way, the space of Galaxy M33 is a myriad of bright colors. Though beautiful, this suggests a stage of primordial galactic chaos. The most astonishing feature of this part of the universe is that there is no boundary between thought and reality.

#### Starship Log

STAR TREK: THE NEXT GENERATION  
'Where No One Has Gone Before'





First visual impressions of Galaxy M33 reflect the awe-inspiring otherness of this distant, alien place. Its appearance is far removed from the familiar black void, twinkling with the pinprick lights of widely scattered stars that characterizes much of the Milky Way. Instead, the area of M33 presents a complex arrangement of celestial bodies and cosmological phenomena, and the space between them appears to be filled with densely packed, but unidentified, matter of astonishing beauty. The most immediately noticeable characteristic of Galaxy M33 is its distinctly colorful appearance.

## Iridescent evolution

This astoundingly vibrant and bizarre vista suggests a primordial galactic chaos, possibly indicating that large areas of M33 are undergoing an intensive evolutionary process. Huge washes of dark blue color, shimmering with delicate sparkles of light, appear almost like a moonlit ocean translocated into outer space. Seemingly close by are massive planetary bodies, possibly gas giants, in various

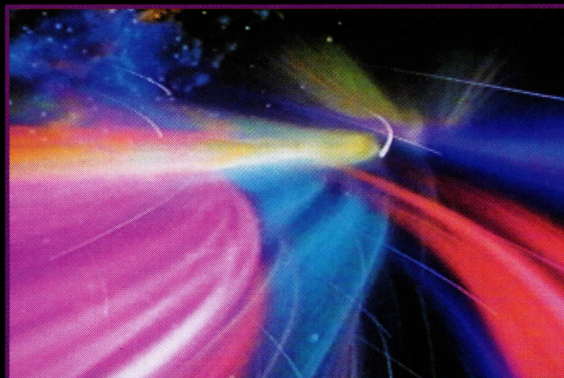
stages of development. One bright orange world, apparently composed of loosely arranged particles, is orbited by pulsing planetary rings. This cosmic panorama is so chaotic and dense that scale becomes problematic; everything seems titanic relative to everything else. Planets appear to dwarf what looks like whole star systems. Galaxy M33 is visually perplexing, with an appearance far different from what is normally perceived of as space.

One solid piece of information gathered within the relatively small area of Galaxy M33 observable during the *Enterprise's* brief visit is the spectacular nearby presence of a giant protostar – a sun in the earliest stages of development, just past the point of initial nuclear fusion. The study of such a rare stellar body could reveal a great deal of information about the past as well as the

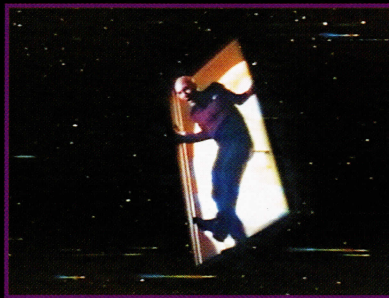
# The Guide to the STAR TREK Galaxy

FILE 4 APPENDIX CARD 1

## GALAXY M33



▲ An accident during a new warp propulsion experiment throws the U.S.S. *ENTERPRISE* across space and into Galaxy M33 at a previously unattainable speed.



▲ This wondrous realm of the universe operates under very different laws of physics. This presents hidden dangers, however; even fleeting thoughts can turn into dangerous realities.



▲ Human perceptions of time and reality have little meaning in this galaxy; people and places from the crew's past reappear, such as Picard's late mother.

current state of Galaxy M33. This developing star might also support the earlier visual assessment of M33 as a galaxy undergoing considerable changes in the early stages of its evolution.

## Future exploration

Under more normal conditions, the first order of business for a Starfleet ship lost in unfamiliar territory would be to find a way home, but the opportunity to explore an entirely new

galaxy is a tempting one indeed. The experience of seeing Galaxy M33, no matter how unexpected the journey, still provokes a profound sense of wonder and curiosity in the dedicated explorers of the *Enterprise* crew. Within Galaxy M33, the *Enterprise's* crew are even given reach to explore their own imaginations and memories visually, as thought seems to become one with reality.

Galaxy M33 provides

Starfleet personnel with new and exciting experiences, ones that seem to defy the very laws of known physics and science. Due to the Galaxy's distance, however, it is unlikely that a ship will be making the return journey in the near future.

## FULL POTENTIAL

### At the speed of thought

When the crew of the U.S.S. *Enterprise* find themselves millions of light years from known space, the means of their arrival there is as amazing as the place itself. A being called the Traveler harnesses the energy of thought and, using himself as a lens, transforms it into the power needed to travel vast distances at incredible speeds, literally stretching the imagination to its limits. Luckily, he is able to bring the ship back to Federation space by the same process.



▲ Tasha Yar finds she must defend herself against her own thoughts. Memories of her terrible childhood experiences threaten to resurface into reality, alongside the more welcome reappearance of a pet cat she once owned.

▲ Even the Klingon Worf finds himself reliving elements of his childhood; his long dead pet targ appears on the bridge of the U.S.S. *ENTERPRISE*.



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- STAR TREK: THE NEXT GENERATION .....File 69





# The Guide to the STAR TREK Galaxy

FILE 10 CARD 17

## THE BAJORAN MILITIA



During the Cardassian occupation, many Bajorans honed their fighting skills as members of the underground resistance. Once Bajor is free, they put their experience to use in the Bajoran Militia.

**T**he **Bajoran Militia** is formed shortly after the **Cardassian** occupation forces withdraw from the **Bajoran system** in 2369. With no military structure left in place following the decades-long occupation, **Bajor** calls upon members of the resistance cells that fought an underground

rebellion against the Cardassians to form the new, official Bajoran Militia. This military force falls under direct command of the head of the **Bajoran provisional government**.

The Bajoran militia benefits from the years of experience its members gained as part of the Bajoran resistance, but has access to much better

equipment and facilities. The rebellion against the Cardassians has led to an organized military force capable of large and small scale warfare, and has bred soldiers who are devoted to their colleagues and loyal to their homeworld and their people.

The militia continues to fight to keep Bajor free and peaceful, and has pledged

### DIFFERENT PERSPECTIVE

#### Difficult choices

Many Bajoran soldiers remember what it feels like to be a freedom fighter battling against oppression. When Kai Winn sends the military in to reclaim stolen industrial replicators that should have been given to the Cardassians, the military talk to the rebel farmers – who want the replicators for themselves – and solve the conflict without resorting to violence.



**▶ Many former resistance fighters, such as Kira Nerys, often find themselves torn between the practical demands of the military and the idealism shown by those still prepared to fight their corner.**



**▶ Bajoran soldiers are used to fighting out in the open, as well as in built up areas and in space, but neither their red nor gray uniforms provide much camouflage.**



**▶ Many officers serving in the Bajoran military are heroes of the resistance, such as Colonel Lenaris Halem, who fought with the Ornathia resistance cell.**

to let no outside force ever again lay claim to Bajoran soil.

The rank system and chain of command of the Bajoran Militia mirrors many other humanoid military organizations. Like most military forces, the planet's highest official – in this case the First Minister – controls the armies.

#### Chain of command

The First Minister consults with, and issues orders to, a select group of generals who control the various divisions, strategy, and planning for the entire military force. From this point, rank decreases from colonel to major and then down to captain, lieutenant, sergeant, and finally to the

enlisted troops who make up the bulk of the army.

The Bajoran Militia is composed of specialist sections including ground and air forces. In times of political unrest, such as the early days of the provisional government, the sections work together toward the common goal of peace. When the situation is more settled, they concentrate on internal security matters and on all external, non-Bajoran issues.

The militia maintains a constant liaison with **Starfleet** in the person of **Kira Nerys**, a major stationed aboard space station **Deep Space Nine**; the officers serving under her provide the station's Bajoran staff.





# The Guide to the STAR TREK Galaxy

FILE 10

CARD 17



## THE BAJORAN MILITIA

▼ The Bajoran military are well trained, and can put their skills to use on missions that are not officially sanctioned, such as rescuing prisoners from Cardassian camps.



▼ Terrorist raids favored by the resistance, such as the one that maimed the Cardassian Silaran, are no longer part of the Bajoran military strategy.



▼ When Furl and Lupaza are in danger, they turn to Kira Nerys for help. Sadly, even her military contacts are unable to save them.

forces police wear simple red or brown uniforms, and the fighting forces are most often seen in gray, but the divisional colors are not as clear cut as for Starfleet. Rank insignia is worn on the collar, but there is no other rank differentiation between outfits.

The preferred weapon of both the armies and the civil police is the **Bajoran phaser pistol**. This small but efficient weapon features a molded hand-grip, a short barrel, and a small setting control panel. It is designed to sit on the hip in a holster that is integrated into the uniform.

For times that require greater firepower, or greater range and accuracy, the **Bajoran phaser rifle** is used. It features a molded hand grip, similar to the pistol version, but has a longer stock and recoil pad as well as a built-in telescoping sight.

Bajoran air forces use limited-range, one man fighters, equipped only with impulse engines and

▼ Kira Nerys continues to serve with the militia throughout most of her pregnancy, though her combat duties are obviously kept to a minimum.

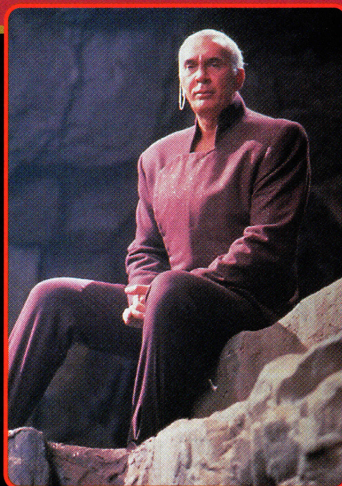


The core of the militia is composed of experienced former members of the resistance, but the Bajorans are already looking to the next generation, and have thus formed the **Bajoran Military Academy**, located near the **Bajoran Militia Command Center** in Bajor's capital city. Here, military cadets learn the latest battle and strategy techniques, as well as necessary survival skills. Much of the Bajoran Military Academy is patterned after **Starfleet**

**Academy**, although the Bajorans' curriculum tends to focus more on warfare than on the diplomatic and scientific pursuits favored by Starfleet. After the long years of the struggle with the Cardassians, the Bajorans' first priority is learning to defend themselves against future aggressors.

### Uniforms and equipment

The Bajoran Militia's uniforms and weapons place practicality before aesthetics. The security



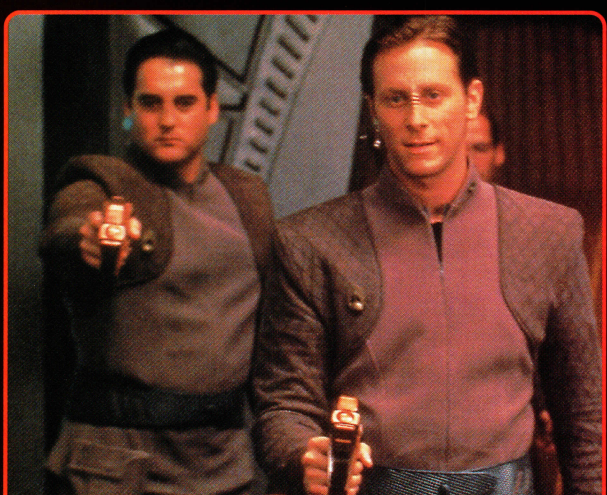
### TAKING CHARGE

#### Military coup

In 2370, the Bajoran Alliance for Global Unity, also known as the **Circle**, attempt a military coup to overthrow the provisional government and oust all non-Bajorans from their system. The coup is secretly initiated by Minister Jaro Essa, supported by military forces led by General Krim and Colonel Day. For a short time, forces led by Krim occupy **Deep Space Nine**. But when it is realized that Cardassian forces are supplying arms to the **Circle**, General Krim turns on Jaro and the coup is defeated.

▶ Jaro Essa, leader of the terrorist organization known as the **Circle**, enlists the help of the militia in his bid to take over Bajor and **DEEP SPACE NINE**.

▶ **Circle** infiltrators such as Colonel Day are active in the Bajoran militia takeover of **DEEP SPACE NINE**. Many Bajoran soldiers spent years fighting for their planet's freedom, and find the Federation's presence equally oppressive. It is easy for them to sympathize with Minister Jaro Essa's beliefs.



## GALAXY FACTS

▶ Kai Winn's attempts to use the Bajoran Militia in strong-arm tactics against troublesome Bajoran farmers almost leads to a civil war. The military sympathize with the farmers, and Winn's actions lead to the eventual failure of her bid to become Bajor's next **First Minister**.

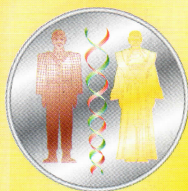
▶ The military rank insignia mirror the elliptical symbols found all over Bajoran design.

phasers. Most of the pilots who make up the Bajoran air force once piloted small **Subimpulse Raiders** as members of the resistance.

### Strategy

Most of the strategy and warfare currently in use by the Bajoran militia was learned during the Cardassian occupation. Some strategies were developed as resistance tactics, others were learned from observing Cardassian forces at work. The combination of these two approaches have made the Bajoran Militia a force to be reckoned with, as adept at fighting in small, secretive guerrilla battles as they are in more open battlefield conditions and spaceborne combat.

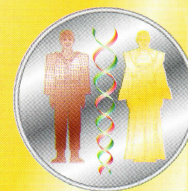




OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18 CARD 73



OTHER GROUPS  
AND RACES

## THE EDO OF RUBICUN III

The humanoid inhabitants of Rubicun III, known as the Edo, appear to be a society with diametrically opposed elements. On the one hand, this liberal race espouse freedom and respect for all, but on the other, all laws, no matter how trivial, must be obeyed on pain of death.

The Rubicun solar system shares its particular star cluster with 3004 other Earth-like, habitable Class-M planets. The third planet is unknown to the United Federation of Planets until Stardate 41255, when it is visited by the U.S.S. Enterprise NCC-1701-D. The Starfleet crew consider it a paradise until a minor accident reveals a horrifying flaw in what seems to be an otherwise idyllic culture.

Blessed as it is with a great deal of sunshine and plentiful water, the people, who call themselves the

Edo, enjoy particularly lush vegetation and plant life on their settlements. The grounds of their complex are pristine and give an air of tranquillity to the few visitors that may happen along. They have the capability to generate artificial energy and have advanced building techniques, but they do not possess the ability of spaceflight or matter transportation systems.

The Edo are an extremely fit and athletic race with blond hair and tanned, fit bodies. Theirs is a society completely at ease with what they have,

and there seems to be no strictly enforced hierarchy of power.

### Ancient justice

Planetary decisions are made within the informal council chambers; natural daylight is utilized through amber stained glass and open atrium areas. Up to 20 or 30 people can be seated here. The leaders of the Edo – the male Liator and female Rivan – rely entirely on their ancient customs, of which they are extremely defensive and proud. All Edo are taught of the time when they were without their simple laws;

The humanoid inhabitants of Rubicun III have informal leaders whose main task is to carry out the wishes of their 'god'. Rivan is their female leader, and, like the rest of her species, she leads an active, outdoor lifestyle.

they were hurtful, savage, and wild, and they fear a return to these ways.

This goes some way to explaining their shocking concept of justice. For every misdemeanor, no matter how trivial or serious, there is only one sentence: death.

Years ago, the Edo set up a system of law enforcement that has become ingrained into



### FUN AND GAMES

#### Liberal minded

As a race, the Edo follow extremely hedonistic ways and enjoy lovemaking, drinking, games, and many other recreations. There does not appear to be a great deal of industry, and their open philosophy is characterized by their traditional greeting of "health and happiness, a pleasant day to you." One of the main rules they follow is that no one should ever do anything they do not want to. They are sensitive to the ways of others, and try not to cause offense. They hold their healthy sensuality and friendliness in the very highest regard.



Designation Rubicun III

Class M

Quadrant Alpha

Inhabitants Humanoid

#### Government

Ruled and cared for by a transdimensional life form or life forms that call the inhabitants its "children". They refer to it as their god.

#### Features

The planet has a picturesque appearance, with beautiful and well maintained landscapes. All laws are enforced by the Mediators, and carry the punishment of death if they are committed in randomly selected punishment zones.

#### Starship log

STAR TREK: THE NEXT GENERATION 'Justice'



The Edo spend much of their time in pursuit of physical activities, and as a result much of their society is based around the celebration of the body. They try to share this credo with visitors.

### OTHER CARDS IN THIS FILE...

- 11 BETA III & THE ARCHONS
- 22 THE PEOPLE OF VAAL
- 65 THE FABRINI

### SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69

The Edo are an extremely friendly and welcoming race who are keen to share all their world has to offer.



## GALAXY FACTS

- ▶ Capital punishment on Edo is administered by a painless poison from a golden syringe, carried by the Mediators.
- ▶ Captain Picard manages to save Wesley Crusher's life, but at the expense of the Prime Directive.
- ▶ The simple people of Gamma Trianguli VI also lived within an Eden, governed by a superior computer named Vaal.

the populace over the centuries. At any one time, a random zone or area of the complex is chosen to be a punishment zone, although the general public never know which place has been selected nor for how long the designation will stay. Within this zone patrol the **Mediators**, the only formal policing structure on Rubicun III. Most Edo wear similarly revealing white outfits and the adults display a silver pendant tightly fitted around their necks, but the predominantly male Mediators wear a purple pendant, and wear brief purple costumes and black belts. The Mediators execute the punishment meted out to the unfortunate offender

immediately. The only punishment, for all crimes on the planet, is death.

### Forewarned

In order to warn their fellow citizens of forbidden areas, low walls or fences are erected around sensitive areas, such as nurseries in which new plants are cultivated. Anyone accidentally or deliberately crossing these barriers faces the full force of the Mediators if they are caught within a punishment zone. In order for the death sentence to be carried out, the Mediators require three conditions: a visible transgression (such as the destruction of property within the walled perimeter), ample

## The Guide to the STAR TREK Galaxy

FILE 18 CARD 73

### THE EDO OF RUBICUN III



OTHER GROUPS  
AND RACES

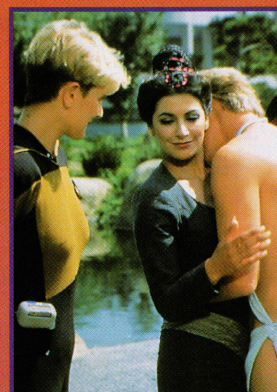


OTHER GROUPS  
AND RACES



▶ The Edo are a very athletic race. They appear to have boundless amounts of energy; they run rather than walk to get from place to place. They wear almost Earth-type Grecian tunics and are eager to test their 'Olympic' skills upon their guests.

▶ Even the empathic Counselor Troi is slightly embarrassed and amused by the openness of the Edo. The U.S.S. **ENTERPRISE** crew discover that the people of Rubicun III are a very tactile, affectionate, and uninhibited race.



▶ A spaceborne entity governs and protects the Edo. When Rivan is transported to the U.S.S. **ENTERPRISE**, she is both awed and terrified by the sight of the Edo 'god' and falls to her knees.

witnesses, and an admission of guilt from the transgressor. It is unfortunate for **Wesley Crusher**, visiting the planet with the *Enterprise's* away team, that he does not know the rules before he breaks them. But the Mediators claim that ignorance of the law is not a defense.

### A proud people

The Edo are a proud and honest race, and when others question their laws, they find it very hard to challenge the belief systems of their supposedly superior guests. As a young civilization, any entity that has technology far beyond the Edo's capability could be viewed as a god – and they consider a partially materialized, multi-dimensional object that orbits Rubicun III to be just such a deity. When Rivan comes face to face with the object, a huge glowing flat disk with three uneven struts descending below it, she falls to one knee, crosses her hands in front of her neck over her pendant, and bows her head in terror. Why this incredibly powerful collective protect the Edo is unclear, but as far as the Edo are concerned, their god clearly exists. It is ironic that this innocent and peaceful people have to be avoided due to this force, but with their strictly enforced laws, it is best for other races to avoid them should they too suffer under their justice system.

## CONDEMNED

### No second chances

In 2364, Rubicun III receives its first official visit from a Federation starship, the U.S.S. **Enterprise**. The Edo warmly welcome the ship's crew, eager to share the pleasures of their paradise planet. They show no sign, nor give any hint, of any restrictions or taboos of which the crew should be aware. The Edo are a simple and innocent people, but even the most innocent-seeming mistakes committed on this planet can be punished by death. Wesley Crusher is condemned to death by the Edo Mediators when he accidentally trips and destroys a nursery within a Punishment Zone.

▶ Beverly Crusher is caused a great deal of worry when her son's life is threatened. She is relieved when he is set free.



▶ The Edo are zealously protected by an unknown and technologically superior alien collective. This 'god' attacks the U.S.S. **ENTERPRISE** when it perceives the starship to be a threat to the Edo.



▶ Wesley Crusher accidentally falls foul of Edo justice; the Mediators arrive at the scene almost immediately.





TYPE:

COMMUNICATIONS FACILITY

PLANS:

LT. UHNARI'S QUARTERS

NAME:

RELAY STATION 47

For **Starfleet** officers stationed on lonely outposts, reminders of home are important. Even the most basic facilities, such as **subspace relays stations** with a crew complement of only two, have comfortable living quarters that staff can modify to suit their needs and decorate to individual tastes.

Tours of duty can often be long and rather unchallenging for the crews of the **subspace relay stations** that dot the borders of the **United Federation of Planets**. In order to keep station personnel at optimum performance levels of physical and mental fitness, it is important for **Starfleet** to provide them with a taste of home, and a place where they can relax after their working day comes to an end. Thus, relay station crews are provided with amply-sized quarters aboard the facility, comparable in volume to those given to the command staff of large starships such as **Galaxy-class** vessels. An example of such a crew member's quarters are those of **Lt. Aquiel Uhnari**, the junior communications technician serving under **Lt. Keith Rocha** aboard **Relay Station 47**.

### A place for privacy

Lt. Uhnari's quarters are typical of those assigned to a **Starfleet** officer without a partner or family; at more than 10 meters square they are comparatively roomy. A single, transparent aluminum window, set in one of the angled walls, provides a view out over the surrounding space. A large bed is the room's central feature, and a smaller room off the main area contains a bath and shower combination, a toilet, and a sink unit.

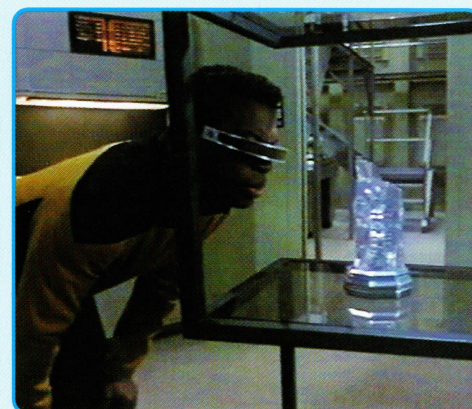
Uhnari's quarters reflect much of her personality and nature. One corner of the main room features a standard **Starfleet** duty console that can be used for work or leisure activities. The panel's systems include library records and database systems as well as a recording facility for official crew and station logs, and a link to the **subspace communications array** allows

Uhnari to send and receive private or official communications. Her quarters also contain a food and beverage replicator from which she can order **Muskan seed punch**, her favorite **Halian** drink.

The room has several alcoves and racks for the storage of personal effects, and Lt. Uhnari has opted to use these shelves and tables to maximum effect. She has decorated her room with traditional Halian items such as colorful fabric hangings, glass perfume bottles, and small artistic objects such as sculptures, lamps, and crystals. Her bed has a brightly-patterned cover, similar to the quilts commonly found on Earth, and silvery pillows. The lighting around the sleeping area of the room is subdued, augmented by the starlight through the window and the illumination of two upward-facing lamps. At the head of Aquiel's bed are what appear to be icons or framed pictures, possibly of a Halian devotional nature.

Several personal items are scattered about the room. Uhnari is an avid reader of Gothic fiction, and keeps a **PADD** by her bed featuring such stories as '**The Fatal Revenge**' and '**Cold Moon over Blackwater**'. Perhaps the most important item in her quarters is the clear, crystalline prism known as a **Canar**; this object appears to be able to resonate on an energy frequency very close to that generated by the mild telepathic abilities of Haliens, and can be used as a meditative tool to produce a pacifying, calming influence. It also induces a temporary psionic link between users, even if one of them is a non-telepath.

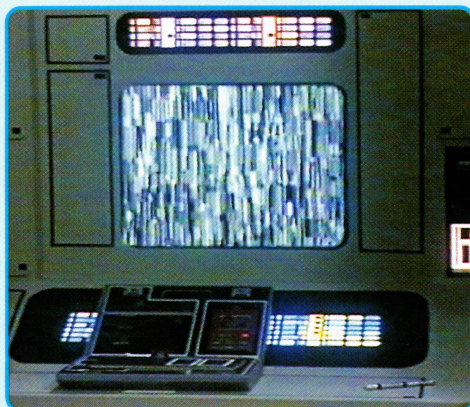
Uhnari also keeps a pet dog, **Maura**, in her quarters to help abate the loneliness of the long months spent at her remote post.



▲ **Aquiel's quarters** contain many ethnic items that remind her of home, such as a **Canar**, a **Halian** crystal that the mildly telepathic race use as an aid to meditation.



▲ **Starfleet officers** are allowed to keep pets with them to offset the loneliness of remote postings. **Maura**, a female dog, shares **Lt. Uhnari's** quarters.



▲ **Uhnari's quarters** feature a standard **Starfleet** multifunction console, complete with full library functions and voice-activated controls.



▲ **Personal decorations** such as ornaments and wall art help to give the room an individual touch, and turn it into a home from home for the officer stationed here.



▲ **Geordi La Forge** searches **Uhnari's** quarters for clues when she is under suspicion of murder. He accesses her personal logs from the console in her room.





# Relay Station 47: Lt. Uhnari's Quarters

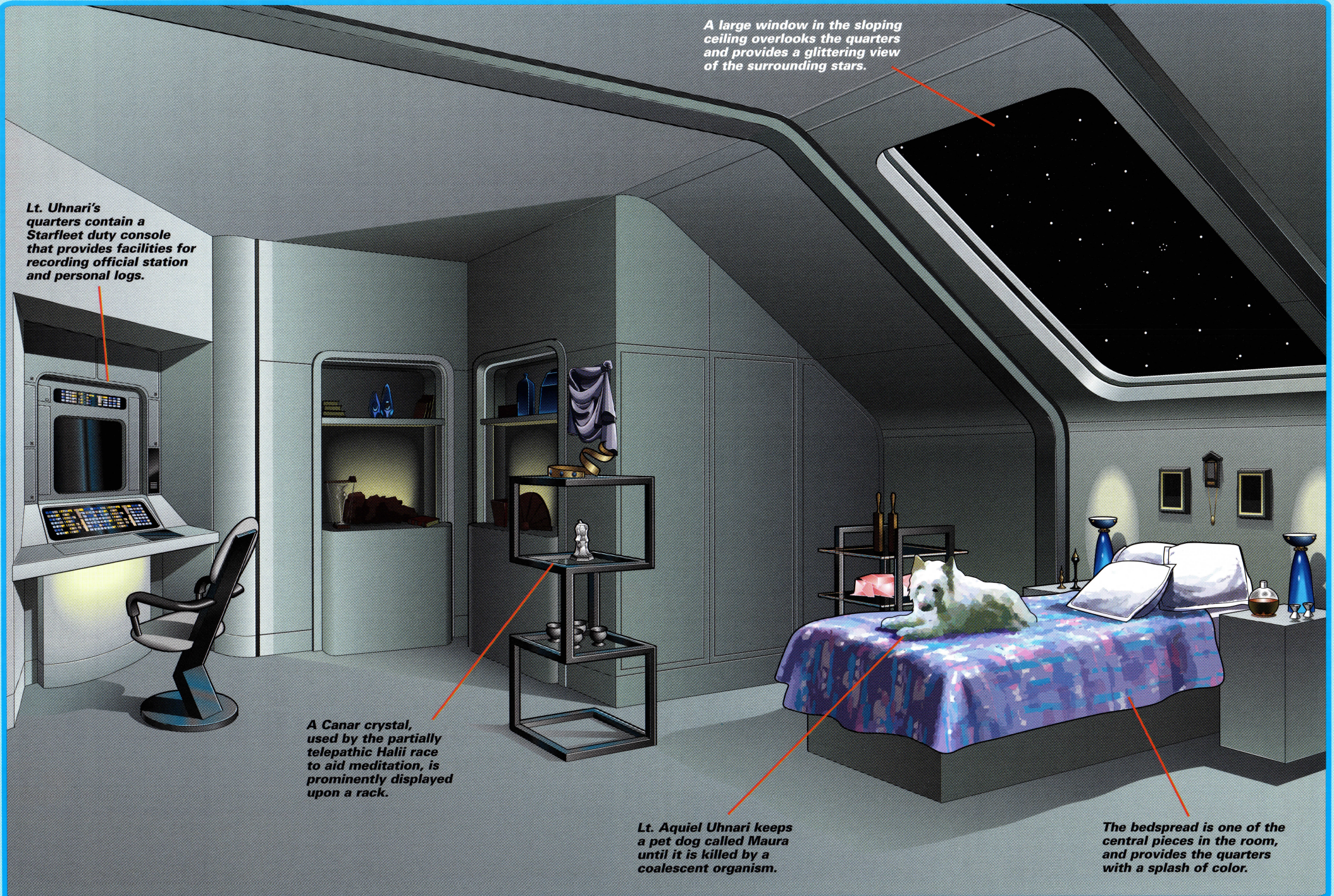
*Lt. Uhnari's quarters contain a Starfleet duty console that provides facilities for recording official station and personal logs.*

*A large window in the sloping ceiling overlooks the quarters and provides a glittering view of the surrounding stars.*

*A Canar crystal, used by the partially telepathic Halii race to aid meditation, is prominently displayed upon a rack.*

*Lt. Aquiel Uhnari keeps a pet dog called Maura until it is killed by a coalescent organism.*

*The bedspread is one of the central pieces in the room, and provides the quarters with a splash of color.*







# Kirk and Romance: Part 1

There can be no doubt that, throughout his life, **James T. Kirk** has always been a ladies' man, and he has romanced many women. But even during his early days, before he became captain of the *U.S.S. Enterprise NCC-1701*, his truest love is his career in Starfleet.

In spite of the pressures of an intense **Starfleet** career, **James T. Kirk** has always made time to get to know the many women with whom his vocation brings him into contact. There have been very few instances in his life where his position in Starfleet does not have something very central to do with his relationships with women.

Kirk has perhaps what can best be described as a tender heart where members of the opposite sex are concerned, and this has led him into trouble on more than one occasion. Always striving to see the best in people, he takes his optimism one step further with women. Sometimes,

he is happily rewarded with a romantic interlude worthy of a 20th-century romance novel, but usually the circumstances, coupled with the temperament of the women he meets, means his relationships are never lasting.

In truth, he is unable and unwilling to make a commitment to any woman because of his prior commitment to seek out new civilizations on the final frontier of outer space.

## First loves

During his studies at **Starfleet Academy**, **James Kirk** was privileged to have a romantic affair with **Ruth**, a beautiful young lady who stole his heart for a time. She was the type of

## PROFILE OF A LOVER

**ROMANTIC LIAISON:** Ruth, 2252.

**ROMANTIC LIAISON:** Doctor Janice Lester, circa 2250-2254.

**ROMANTIC LIAISON:** Dr. Carol Marcus, circa 2260. This romance produced a son, David.

**ROMANTIC LIAISON:** Dr. Janet Wallace, 2261.

**ROMANTIC LIAISON:** Arel Shaw, 2263.

**REMARKS:** During his youth, Kirk seemed to favor intelligent, strong-willed blondes. Many of his girlfriends went on to successful careers of their own. Kirk could not commit to any of them.



▲ Even before he rose to the challenges of his career as a Starfleet officer and captain of the *U.S.S. ENTERPRISE*, **James T. Kirk** had several romantic interludes and relationships with a number of bright, dynamic, and intelligent women. But he never intends on settling down.

## STAR-CROSSED LOVERS



### ★ Cross purposes

The love Dr. Janice Lester once held for **James Kirk** turns to violence and hatred. Coveting his career, she uses an eons-old alien technology to exchange bodies with him, and then tries to kill him.

### ★ Lies of a lover

Their minds transferred into one another's bodies, **Kirk** and **Lester** attempt to convince **Spock** and the *ENTERPRISE* crew that the other is lying.

### ★ Obsessive desire

Federation scientist **Janice Lester** traps **Captain Kirk** in an alien device on the surface of planet **Camus II**. Her motive is revenge.

### ★ Laws of love

During the early years of his Starfleet career, the young **Kirk** romanced **Arel Shaw**. She later becomes a lawyer for Starfleet's **JAG** office.





## Kirk and Romance: Part 1



## ★ A face from the past

**James T. Kirk's first romantic encounter at Starfleet Academy was with a young woman named Ruth; years later, Kirk encountered a simulation of her on the amusement park planet.**

woman who was touched by romantic gestures, such as a flower given to her by a young ensign. She had long blonde hair that was carefully styled, and she was known to wear fashionable, flowing gowns. Later in life, Kirk remembers her as one of his fondest memories of his academy days. It is likely that they dated during 2252, his sophomore year at the academy. This is around the same time he was tested and teased by an upper classman named **Finnegan**, and it is also possible that she is the "little blonde lab technician" whom he is said to have almost married, a relationship set up by his academy roommate **Gary Mitchell**.

## Old flames

A perhaps more complex relationship during his academy years was the one Kirk shared with **Dr. Janice Lester**. Brilliant and attractive, Janice was an ambitious woman who always had one eye on the comparison between her career climb and Kirk's. They soon broke up, but she pursued him until the end of her life. Their disturbing last confrontation almost costs Kirk what he most cherishes: the U.S.S. *Enterprise* NCC-1701. When she uses a life-energy transfer device on Kirk, she nearly succeeds in taking over his career and life, both of which she covets dearly.

It seems that in his early life, Kirk was a young man who preferred strong-willed, career minded blondes. **Areel Shaw**, **Janet Wallace**, **Carol Marcus**, and **Ruth** all had blonde hair.

"And most of all she wanted to murder James Kirk, the man who once loved her ..."

— Kirk as Doctor Janice Lester

## ★ Together again

**Kirk and Carol Marcus split up despite the fact that she was pregnant with his son, David. She chose to raise her son alone.**



He appreciated their strong, independent, and intelligent natures. Kirk is not one to dally with someone who hasn't earned his respect. He likes women with a wit to match his own.

**Areel Shaw** became a Starfleet attorney, assigned to the Judge Advocate General's office at **Starbase 11**; endocrinologist **Dr. Janet Wallace** chose to marry another man, **Dr. Theodore Wallace**, after she and Kirk could not reconcile their career choices. Another of Kirk's early amours, **Dr.**

**Carol Marcus**, became a groundbreaking molecular biologist in charge of **Project Genesis**, and, before her breakdown, **Dr. Janice Lester** was a brilliant and well-respected scientist.

## Family man

Only **Carol Marcus** came close to testing the limits of Kirk's commitment to Starfleet. Together they produced a son, **David Marcus**, born in 2261. This was only a few years prior to Kirk's taking command of the U.S.S.

*Enterprise*. Shortly after their son's birth, their careers would take them in separate directions. **Carol** believed that they lived in different worlds; she was in love with her career as much as the dashing young Kirk was in love with his.

After acquiescing to **Carol's** wish that he not contact his son, **Kirk** and the **Marcuses** do not meet again until 2285. Both mother and son are working on **Project Genesis**, but the reunion is tinged with sadness when their work is sabotaged by the ruthless villain **Khan Noonien Singh**, a man intent on a murderous revenge against Kirk.

The women who had romantic relationships with Kirk before he became a captain had an advantage over those he met later on; they were not competing with his starship and crew for attention. They also had the benefit of time spent together before his major journeys across the Galaxy. But they still had to compete with his career in Starfleet, and none of his early loves succeeded in drawing him away from his destiny; family life was never going to be part of Kirk's game plan.

## KIRK'S LEGACY

## Family reunion

Despite an intense relationship in 2260, Kirk's life with **Carol Marcus** came to an end when he decided not to give up his career in Starfleet and marry her. **Carol** asked Kirk to stay away when their son **David** was born, and he honored her wishes despite the emotional pain it caused him. **Kirk**, **Carol**, and **David** are brought together once again in 2284, but under difficult circumstances. **Marcus's** scientific research, the **Genesis Project**, is stolen by the genetically-engineered renegade **Khan Noonien Singh** and his followers, as part of an elaborate plan to avenge himself on Kirk and his crew.



## ▲ His father's son

When Kirk arrives on the planetoid **Regula**, he meets his son **David** for the first time. Understandably, the emotions between them are tense and powerful.

## ◀ Past lives, past loves

In the years since they last saw each other, **Kirk** and **Carol Marcus** have grown apart; but they still care deeply for one another.





## FILE 54 SHAPESHIFTERS



# The Female Shapeshifter

Though benign in appearance and polite in manner, the female shapeshifter is representative of the ruthless force behind the powerful Dominion and its conquest of the Gamma Quadrant.

**T**he spokesperson and presumed leader of the **Founders** and of the **Dominion** is a female Changeling or shapeshifter, who, although she often takes on a humanoid appearance, has no known

name or designation. As a Changeling, the Founder leader is a metamorphic individual, able to assume any shape, but prefers her natural, amorphous condition over any 'solid' form. The female shapeshifter is the physical

representative of Changeling society.

## One voice

As part of the **Great Link** – the joined natural state of the entire Changeling population – she acts on behalf of this complex union to direct and execute their group decisions. When she is

separated from the Great Link she possesses individuality, yet retains all of the personality and all of the shared knowledge of her

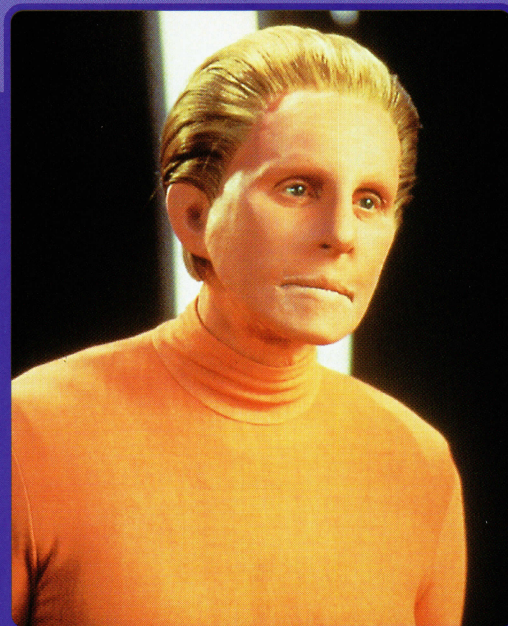
## PROFILE ON THE FOUNDER LEADER

**NAME:** Unknown

**FAMILY:** Part of the Great Link of Changelings.

**REMARKS:** As the representative of the Founders of the Dominion, the female shapeshifter gives the appearance of belonging to a benign race. But in fact, she is the face of a ruthless species of conquerors who emotionlessly explore the Galaxy through the conquest of others.

**FIRST SEEN:** 'The Search', Part I [DS9]



▲ The anonymous-looking face of the female Changeling, voice of the Great Link, deceptively masks the persona of a powerful Dominion ruler.

## COMMON LINK



### ★ Family ties

While on the reclaimed **TEROK NOR**, the Founder leader takes the time to educate Odo about his home, nature, and origins.

### ★ Understanding

The female shapeshifter has, for a while, a great hold over Odo. She even causes him to abandon his friends.

race. She often uses the analogy when she assumes individual form that "the ocean becomes the drop", and, when she returns to the Great Link, that the "drop becomes the ocean." This indicates that she is at the same time an individual and the union of all the Changelings in the Link.

## Solid appearance

The female Changeling can assume any shape she wishes, but she is most often encountered in humanoid female form with the same smooth facial construction of **Odo**, *Deep Space Nine's* security chief, even though it is quite apparent that she can precisely imitate humanoid features if she so desires. She may adopt this 'incomplete' facial expression to set herself apart from solids, as well

as to help Odo identify with her, and thus feel more of a connection.

When in this humanoid form, the Founder leader has short hair, once again styled much like Odo's. She shapes her external being into a simple, orange calf-length dress.

The Founder leader is first encountered on an uncharted world in the **Omarion Nebula** in the **Gamma Quadrant**. This world is the home to the entire Changeling population until their discovery in 2371. It is here that she greets Odo for the first time, and tells him of the origins he has long been seeking. During this first encounter, the female shapeshifter teaches Odo about the Changelings' philosophy and his heritage.

Unfortunately, it is also learned at this point that the Founders are the

## OTHER CARDS IN THIS FILE...

4 SHAPESHIFTERS OF THE DOMINION

## SEE OTHER FILES...

THE DOMINION.....File 16

STAR TREK:

DEEP SPACE NINE.....File 70





# The Female Shapeshifter



## ★ Call from home

*The Founder leader is often sympathetic toward Odo, the prodigal Changeling; she is curious about his life with solids.*

## ★ Interaction

*The female shapeshifter is a ruthless leader. She is prepared to oppose any races or individuals who stand in her way.*

leaders of the Dominion, a hostile force bent on conquering the **Alpha Quadrant**. The Founder leader uses both the **Vorta**, a subservient species, and the **Jem'Hadar**, a savage warlike species, to obtain her goals without any personal involvement. Disillusioned, Odo departs the Founder homeland, but the Founder leader assures him that their paths will cross again.

Shortly after their first encounter, the Founder leader impersonates **Major Kira Nerys** in an effort to understand Odo's desire to remain among the 'solids', but Odo sees through her charade.

The Founder leader returns again when Odo is stricken – by the Founders – with a life threatening ailment. She forces him to return to the Great Link and face judgment for killing a fellow Changeling. Odo is found guilty, stripped of his Changeling abilities, and exiled from the Great Link.

## Leading a war

During the war between the **United Federation of Planets** and the combined forces of the **Cardassians** and the Dominion in 2374, the Founder leader plays a crucial role in the strategy and leadership of the ongoing war.

When she becomes trapped in the Alpha Quadrant due to Federation forces mining the entrance

to the **Bajoran wormhole**, she comes to the newly retaken space station, **Terok Nor** – formerly **Deep Space Nine** – and directs the war side by side with **Gul Dukat**.

She attempts to bring Odo back into the Great Link by joining with him repeatedly and teaching him more about his Changeling abilities. She also makes an attempt to better understand Odo and

*"To become a thing is to know a thing. To assume its form is to begin to understand its existence."*

— Female shapeshifter to Odo



eventually betrays her by assisting in the sabotage of **Terok Nor**. When the station is retaken by the Federation force, she retreats to **Cardassian** space, where she will continue to direct the war. She leaves Odo behind.

## Defeated

The Founder leader is an enigmatic and somewhat mysterious being, at once an individual and an entire society. She speaks for the Changelings and commands the Vorta and the Jem'Hadar. She is a powerful yet nearly emotionless being who desires only that the Great Link continues, although she does seem to hope that Odo will one day rejoin it.

She has not been seen since the Dominion's defeat at **Deep Space Nine**, but it seems likely that she will be encountered again when the Dominion makes its next attempt to expand its borders.

## DEADLY ALLIANCE

### Discovery through conquest

Long ago the Founders, inquisitive explorers of the Galaxy, were feared and hunted by solid life forms. Forced into retreat, they formed the Dominion to fulfill their curiosity about the Galaxy through conquest. The Dominion, which reigns over the Gamma Quadrant, now seeks to control the Alpha Quadrant, and so forms an alliance with the Cardassians. For a time, they retake the space station **Deep Space Nine**, but are eventually defeated. The Founder leader embodies the Dominion's presence in the Alpha Quadrant.



### Three of a kind

*The shapeshifter's abilities to unite races are vital to the Dominion's plans.*

### Strong leadership

*Trapped in the Alpha Quadrant, the Founder leader joins Dukat and Weyoun on **TEROK NOR** and plays a vital role in directing the war.*

### Single minded

*The Founder representative is versatile in form, but is solely focused on conquest.*





## FILE 51 FERengi PERSONNEL

# DaiMon Bok

Jean-Luc Picard has made some enemies during his years as a Starfleet captain, but none are so bitter as **DaiMon Bok**, who dedicates his life to seeking revenge for the death of his son.

**D**aiMon Bok is a **Ferengi** who is singlemindedly obsessed with vengeance. He is consumed with hatred for **Starfleet Captain Jean-Luc Picard**, whom he holds responsible for the death of his son at the **Battle of Maxia** in 2355. Bok has dedicated his life to exacting revenge; he exists solely to inflict suffering upon Picard.

## Profitless revenge

Unlike most Ferengi, Bok exhibits little interest in profit. Such a total lack of interest in **latinum** is a clear indicator that a Ferengi is not in his right mind; Bok is clearly unbalanced. When he offers the salvaged wreck of the **U.S.S. Stargazer NCC-2893** – Picard's first starship – to the captain for free, claiming it is an act of friendship; his first officer

**Kazago** is dismayed, but is reluctant to question his commanding officer.

Bok's plan for revenge rests upon **Starfleet's** discovery of the *Stargazer's* log, which Bok has altered to suggest that Picard ordered an unprovoked attack on his son's ship that resulted in his death. Bok cares nothing that his scheme is actually wasting, rather than generating, profit.

For years, Bok pursued profit and became a rich man, but he spent his fortune purchasing two mind control devices, referred to by the Ferengi as **thought makers**. He employs these devices in his first act of vengeance against Picard. Manipulating the captain's mind to believe he is reliving the battle in the **Maxia Zeta Star System**, Bok nearly exacts a most diabolical reprisal: if not for **Data's**

## PROFILE ON REVENGE

**NAME:** Bok

**LIFE FORM:** Ferengi male

**STATUS:** DaiMon [now demoted]

**FAMILY:** One son [deceased]

**STARDATE:** 41723.9

**EVENT:** Bok's first vendetta against Picard involves the use of mind control devices, causing the captain to relive the Battle of Maxia. He is made to perceive the **U.S.S. Enterprise NCC-1701-D** as the enemy.

**STARSHIP LOG:** 'The Battle' [TNG]

**STARDATE:** 47829.1

**EVENT:** Bok sends a message to Picard, threatening to kill Jason Vigo, whom he claims is the captain's son.

**STARSHIP LOG:** 'Bloodlines' [TNG]



▲ **DaiMon Bok is utterly incapable of forgiving Captain Picard for destroying the ship his son commanded at the Battle of Maxia. Only the knowledge that he can make Picard suffer in equal measure will give Bok the revenge he desires.**



## VENDETTA

### ★ Unforgiven

Captain Picard incurred the unrelenting wrath of DaiMon Bok when he destroyed Bok's son's ship in battle. Bok will not rest until his son is avenged.

quick thinking, Picard may have destroyed the **U.S.S. Enterprise NCC-1701-D**, believing it to be the Ferengi ship commanded by Bok's son. The Ferengi intended for Picard to live with the pain of his crew's

blood on his conscience, and certain condemnation in a Starfleet court-martial.

## Imprisoned

Bok is summarily deposed by his first officer for engaging in such an

unprofitable venture. He is stripped of his title of DaiMon, and spends four years confined in **Rog Prison**.

Despite the fact that **Ferengi Command** acknowledges that he is



### ★ Mind control

On his first attempt to destroy Picard, Bok uses mind control to make the captain relive the Battle of Maxia.



### ★ Strange behavior

Kazago, Bok's first officer, is horrified by the DaiMon's unprofitable behavior and eventually mutinies against him.



# DaiMon Bok



*"I have spent these years searching ... seeking ... a proper blood revenge! And I have found it!"*

— DaiMon Bok

dangerous and mentally unbalanced, Bok is permitted to buy himself out of prison, in accordance with Ferengi custom. Bok clearly has the lobes for business; he manages to earn enough latinum while in prison to buy his way out, and in the two years following his release he makes enough money to relaunch his vendetta against Picard.

Bok exhibits incredible resourcefulness and forethought in settling this feud. Frustrated by Picard's lack of progeny to murder, he concocts one instead.

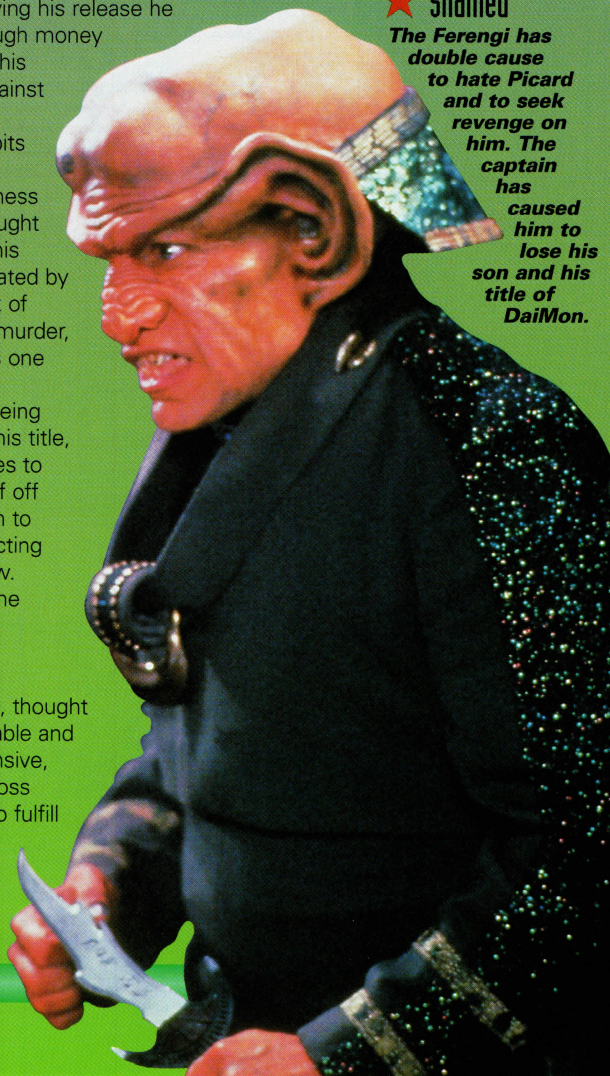
Despite being stripped of his title, Bok manages to pass himself off as a DaiMon to an unsuspecting Ferengi crew. He makes the unprofitable purchase of a **subspace transporter**, thought to be unreliable and energy intensive, to travel across light years to fulfill his task.

Bok also spends his newly

accumulated fortune on extensive research and, possibly, an expensive purchase of information about Picard. He discovers that the captain had an affair with a human woman named **Miranda Vigo** 24 years earlier, and that she bore a

## ★ Shamed

*The Ferengi has double cause to hate Picard and to seek revenge on him. The captain has caused him to lose his son and his title of DaiMon.*



## ★ Fortune

*Bok is capable of conforming to normal Ferengi behavior and uses his profit-making instincts to fund his vendetta against Picard.*

child the following year. Bok arranges to have her son **Jason's** DNA resequenced to match Picard's, intending to present Picard with a 'long lost' son. But the innocent Jason is no more than a tool for Bok's revenge.

## Taunting the captain

The scheming Ferengi savors his vengeance by using the subspace transporter to beam randomly to Picard, letting him know he can take Jason at any time. He sends a dark message via **B'Zal**, a unique Ferengi code that utilizes a pattern of alternating light and darkness, to let Picard know Jason's end is near.

Bok's plan backfires when Jason

develops a degenerative neurological disorder called **Forrester-Trent Syndrome** as a side effect to the DNA resequencing. The disease is usually hereditary, and when **Dr. Crusher** searches for its origin, she discovers the truth: Jason is not Picard's son.

When Bok beams Jason aboard his ship, Picard follows via a subspace transporter. Bok is devastated when Picard reveals that he knows the truth.

When the Ferengi crew learn that Bok is no longer a DaiMon, and that his venture is motivated by revenge rather than profit, they mutiny and turn their phasers upon Bok. Once again, the deposed DaiMon Bok departs from Picard's company in defeat, his thirst for vengeance still unquenched. Bok's current status is unknown, but he may be hard at work, rebuilding his former fortune – if only to continue his vendetta.

## DEBT OF BLOOD

### Paid in full measure

DaiMon Bok has long been frustrated that Picard has no children of his own upon whom the Ferengi can exact his revenge. When he learns that Picard had an affair with the late **Miranda Vigo**, he goes to great expense to resequence her son's DNA to match Picard's. Bok then sends a message to Picard that informs the captain of Jason's existence and of the

threat against his life. Bok spares none of his fortune in this vendetta, and also acquires a subspace transporter which he uses to kidnap Jason from the **U.S.S. Enterprise**. Picard, however, has discovered the truth behind Bok's scheme, and the captain deals Bok a double blow by rescuing Jason and turning Bok's crew against him.



### ◀ Cruel Taunts

*Bok lets his threat against Jason's life hang over Picard's head as he savors his revenge.*

### ▶ Uncharacteristic

*Bok leads his crew on a profitless venture; this shocks and disgusts the other Ferengi.*







# Soran's Hand Weapon

The ruthless and cunning **El-Aurian** scientist **Tolian Soran** will stop at nothing to fulfill his dreams of returning to the **Nexus** phenomenon. He has armed himself with a deadly weapon, capable of dispatching anyone who gets in his way.

▼ Soran will not hesitate to fire on anyone who becomes an impediment to his plans. The hand weapon's efficient yet deadly design reflects Soran's coldly efficient nature.



**C**ompact and yet extremely powerful, the directed-energy hand weapon used by the renegade **El-Aurian** scientist **Dr. Tolian Soran** is a formidable device, capable of discharging high-energy blasts that can inflict severe damage on inorganic materials and living matter.

The origin of Soran's handgun is unknown; given the relatively peaceful nature of the **El-Aurian** species, it is unlikely that such a deadly weapon was created by Soran's own people. Soran has had dealings with **Klingon** citizens, notably the **Duras sisters Lursa and B'Etor**, but the gun shows none of the notable design characteristics of **Klingon** energy weapons, such as their typical heavy construction and bulky mechanisms.

## Design and operation

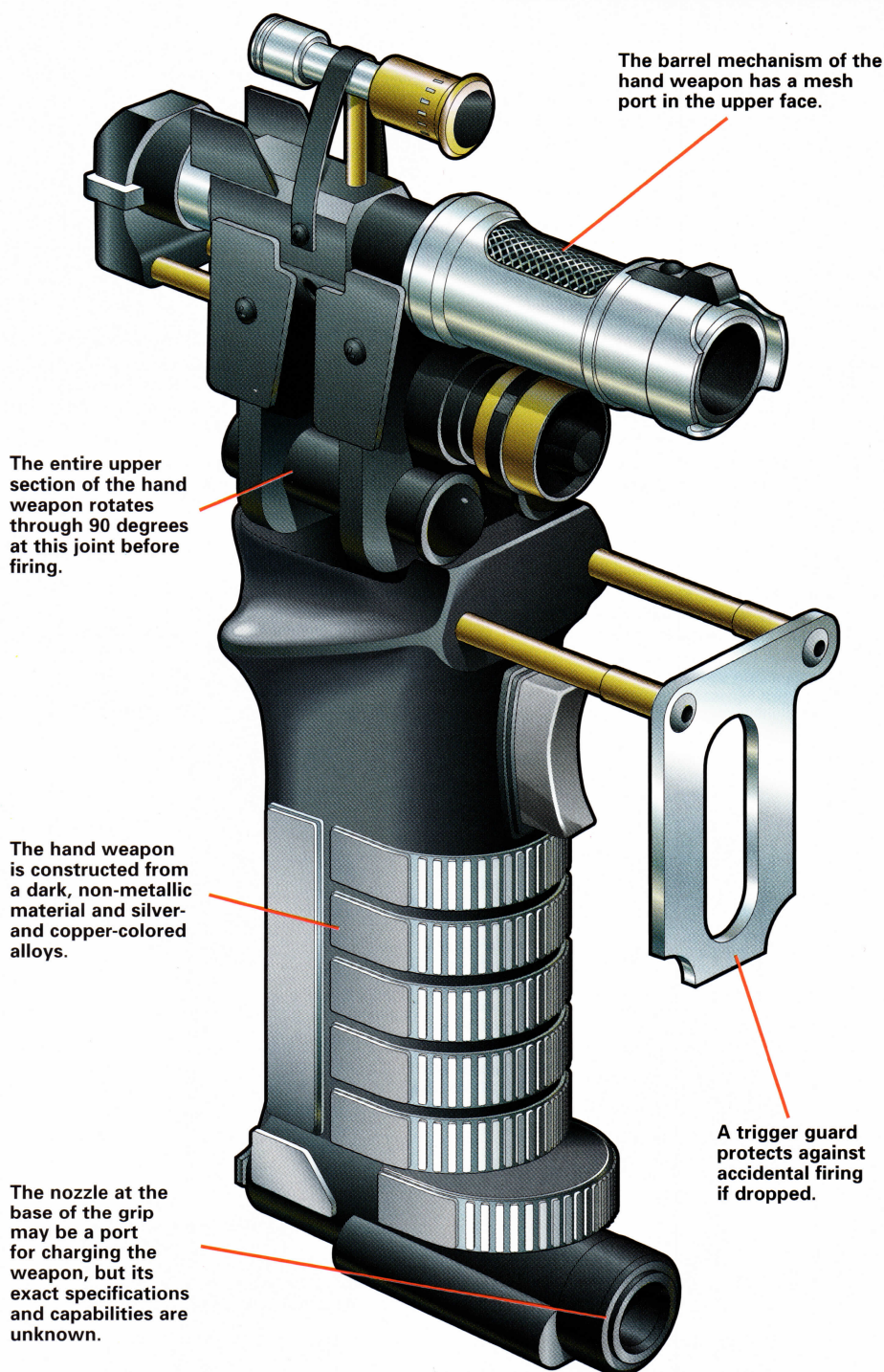
The design of Soran's hand weapon is a basic rectangular shape. It is fashioned from a matte black material, with some silver and copper metallic components. Unlike the majority of conventional pistol-sized weapons used throughout the Galaxy, this gun is held horizontally and fired from this position instead of the grip being held vertically and the emitter barrel facing along the line of the forefinger. The weapon is brought to a ready-to-fire state by pressing a thumb switch on the back of the grip. The switch, which likely doubles as a safety catch to prevent accidental firing, activates the discharge mechanism. The barrel section then rotates 90 degrees upward from the centerline position.

## Firing mechanism

The gun is fired with a conventional trigger switch on the forward face of the grip, which in turn is protected by a silver alloy trigger guard plate. It is possible that the gun has some form of control for adjusting the width, collimation, and power of the energy discharge, perhaps as part of the upper firing mechanism. The emitter barrel is made from a silver metallic alloy, with a mesh cooling sheath to vent exhaust gases after firing.

Soran's hand weapon appears to be best suited for short-range combat; even with the apparent sighting or range-finding sensor on top of the gun, it isn't very accurate over long distances. When fired, the weapon emits a single pulse of bright green energy that explodes on contact with inorganic matter, indicating that the gun might be an advanced

## COMPACT KILLER





# Soran's Hand Weapon

disruptor, such as those used by the Klingons, **Romulans**, or **Breen**; alternatively, the discharge may be a form of high-intensity plasma-energy bolt. The power source for the weapon is also unknown. It may be an internal generator of some kind, but is also likely to be a power pack or energy charger module.

Soran appears to carry the weapon with him at all times, although it is unclear if he carries it on his person while aboard the **U.S.S. Enterprise NCC-1701-D** after he is rescued from the wreckage of the **Amargosa Observatory** space platform in 2371. It may be possible that Soran's weapon is capable of avoiding detection by **Federation transporter** technologies, but it is more likely that he secretes the gun aboard the observatory and retrieves it on his return, producing it from the cavernous pockets of his coat when required.

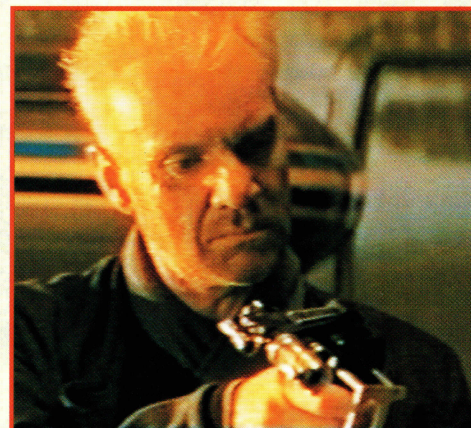
## Soran's plan

Soran uses his weapon when he accosts *Enterprise* officers **Geordi La Forge** and **Data**, who have discovered his store of hidden **trilithium**-armed probes – part of his plan to detonate the Amargosa star in order to guide the course of the **Nexus ribbon**. Soran also uses his hand weapon to engage **Riker** and **Worf** in a firefight when they arrive to

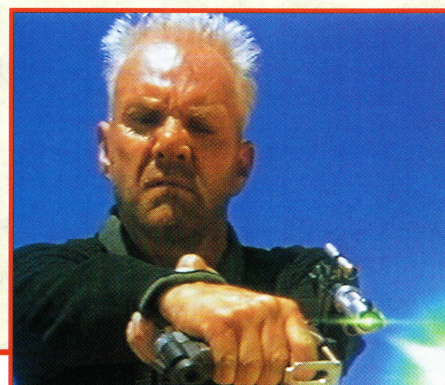
rescue Data and La Forge. Soran doesn't hesitate to attack unarmed targets either; he attempts to kill **Captain Jean-Luc Picard** by firing on him when he is trapped under a rock archway on **Veridian III**, and he is successful in murdering **Captain James T. Kirk** by using the gun to drive him on to a collapsing bridge.

Soran's casual use of this lethal weapon clearly shows that the spark of compassion that once lived within this formerly gentle family man has long since died out. His only cause is his quest, and he will kill anyone who tries to stop him getting back to the Nexus.

▶ **Soran uses his weapon to escape the Starfleet officers who have uncovered his deadly plan to reenter the Nexus.**



▶ **Soran aims his weapon at Jean-Luc Picard on the surface of Veridian III. The gun's barrel swings upward to a vertical position before he opens fire.**

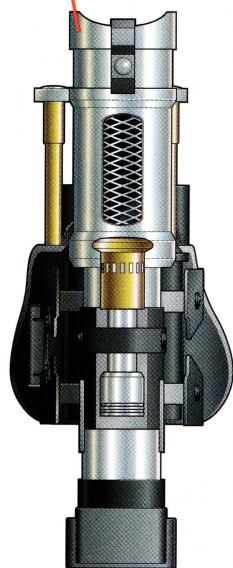


▶ **When the weapon is ready, pressing the trigger switch fires off a single bolt of bright green energy; multiple shots are also possible.**

## LETHAL WEAPON

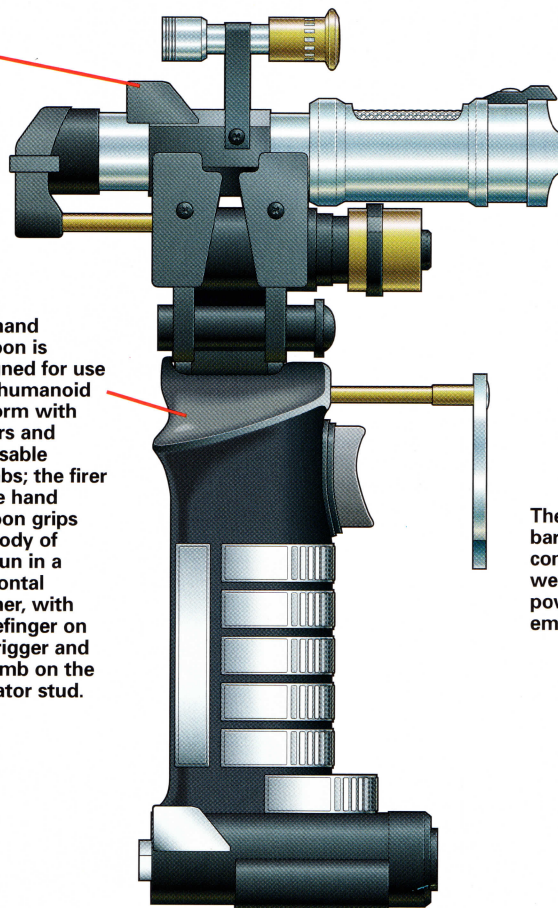
The upper section of the hand weapon is built up from a series of metallic components.

Given Dr. Tolian Soran's technical skills, it is quite possible that the El-Aurian scientist designed and created this deadly handgun himself.



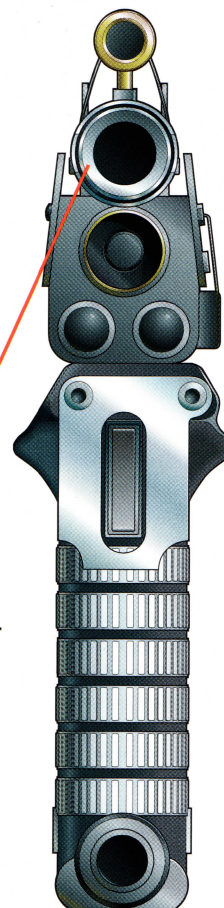
TOP VIEW

The hand weapon is designed for use by a humanoid life form with fingers and opposable thumbs; the firer of the hand weapon grips the body of the gun in a horizontal manner, with a forefinger on the trigger and a thumb on the activator stud.



SIDE VIEW

The stubby barrel contains the weapon's powerful emitter array.



FRONT VIEW





# 'Let That Be Your Last Battlefield'

The *U.S.S. Enterprise NCC-1701* is assigned to decontaminate the planet Ariannus of a deadly bacterial infection, but the mission is delayed en route by the arrival of two unusual aliens whose own planet, **Cheron**, is contaminated by an equally deadly racial hatred.

## CAPTAIN'S LOG

STARDATE 5730.2

"The Planet Ariannus is vital as a transfer point on regular space commercial lanes. It has been attacked by a bacterial invasion that threatens to render it lifeless unless checked. Our mission is to decontaminate it."

The *U.S.S. Enterprise NCC-1701* is en route to **Ariannus** to decontaminate the planet from a deadly bacterial invasion when the ship's sensors detect a **Starfleet** shuttlecraft ahead. The shuttle was stolen from **Starbase 4** three weeks ago. Sensors also show atmospheric leakage within. A tractor beam brings the shuttle into the *Enterprise's* hangar deck, and an unusual humanoid staggers out – he is half white and half black.

In sickbay, the alien says he is **Lokai** from the planet **Cheron**, located in the southern most uncharted part of the Galaxy. **Kirk** decides to take him to **Starbase 4**, where he will be charged with stealing the shuttle.

Kirk is called to the bridge; an invisible alien vessel is on a collision course with the *Enterprise*. It disintegrates on impact and deposits another dual-colored alien onboard, who introduces himself as **Commissioner Bele**. He has come to claim Lokai, a convicted criminal on Cheron. Kirk tells Bele his case will be taken to **Starfleet Command**. Lokai demands his right for asylum, angrily accusing Bele of oppressing his people.

## Divided by color

Using his powers, Bele alters the *Enterprise's* course to Cheron, but Kirk calls his bluff and orders the ship to self-destruct. Bele releases navigational control with only seconds to go, and the *Enterprise* is able to continue to Ariannus to finish its mission.

Bele tells Kirk that Cheron is divided by racial hatred; Bele's people are black on the right side, and Lokai's are black on the left. Once Ariannus is decontaminated, Bele again redirects the ship to Cheron. Lokai comes to the bridge to confront Bele, and the two men attack each other using an unknown alien energy. When the *Enterprise* reaches Cheron, scans reveal no life signs; the people have killed each other. Lokai flees and transports to the planet's surface with Bele in pursuit. As the *Enterprise* leaves the planet, Kirk reflects that, even now, hatred is the only legacy the Chérons have left.

## ON SCREEN...



**1** A stolen **Starfleet** shuttle is retrieved and brought aboard the *U.S.S. ENTERPRISE*, along with its occupant – an unusual humanoid with dual-colored pigmentation.



**2** In sickbay, Lokai is extremely offended when Kirk implies he was found in possession of stolen property. But he is evasive when asked why he took the shuttle.



**3** Commissioner Bele transports himself aboard. His vessel was detected by the sensors even though it is made of alien materials which render it invisible to the eye.



**4** Bele takes control of the *ENTERPRISE's* navigation in order to return to Cheron. Kirk gives the order for self-destruct to prove that only he commands the ship.



**5** While en route to Cheron, Lokai and Bele reveal their utter hatred for each other and begin to fight. Bele says he has been pursuing Lokai for 50,000 years.



**6** Tragically, the two divided races on Cheron have been destroyed by their racial hatred over thousands of years. There is no life left on the surface.

## STARSHIP FACTS

Spock initially theorizes that, as all variations of skin color are genetically predictable, Lokai is a mutation.







FILE 68 STAR TREK: The Original Series

# 'Whom Gods Destroy'

Elba II is the site of a Federation penal colony for the few remaining incurably criminally insane. Its most recent inmate is former fleet captain Garth of Izar, who was one of James Kirk's heroes while at Starfleet Academy.

**K**irk and Spock beam down to the penal colony on Elba II to meet with Governor Cory. The most recent inmate is Garth of Izar, the former Starfleet captain and hero. Garth suffered a near fatal injury and was rebuilt with amazing abilities by the race of Antos IV, but he later went insane and tried to destroy the Antosians. Kirk and Spock are taken to Garth's cell where, too late, they find the real Cory within; Garth is a shapeshifter and has assumed Cory's shape. The inmates imprison the Starfleet officers.

## Delusional

Garth intends to take the **U.S.S. Enterprise NCC-1701** to aid his mad plan to be 'Lord of the Universe'. He takes Kirk's form, but Kirk has left orders not to beam anyone back unless they can reply to a coded message. Garth demands Kirk reveal the code, but he refuses, even when Garth tortures him. Kirk awakes to find himself alone with Garth's insane consort, the Orion woman Marta; she has a dagger concealed behind her. Luckily, Spock arrives in time to prevent her from harming Kirk. Kirk goes to the transporter room, but he is wary that this escape is too easy. He asks 'Spock' to give the correct code, but he cannot: it is Garth.

Garth stages a coronation for himself, at the end of which Kirk is taken to the control room. On the viewscreen he sees Marta taken outside the colony. Garth has created a powerful explosive, and, to demonstrate it, he has placed just a grain of it on Marta. He detonates it and kills her.

Spock escapes from his cell, but, when he reaches the control room, he finds two Kirks. Before he can decide which is the real one, Garth knocks the phaser from his hand. The two Kirks struggle; Spock realizes which one is real and stuns Garth. Kirk contacts his ship and gives the code, and a security team beams down. With near sanity restored to the colony, Garth receives treatment, and is left with no memory of his former delusions.

## CAPTAIN'S LOG

STARDATE: 5718.3

"The Enterprise is orbiting Elba II – a planet with a poisonous atmosphere where the Federation maintains a penal colony for the few remaining incorrigibles in the Galaxy."

## ON SCREEN...



**1** Kirk and Spock beam down to Elba II's penal colony for a routine visit. They are greeted by a man they believe to be the facility's manager, Governor Cory.



**2** Cory tells Kirk that Garth killed all of his personnel by exiling them outside of the colony, where they were exposed to the planet's fatally poisonous atmosphere.



**3** Garth tortures Kirk in a device he invented, but Kirk will not tell him the code, denying Garth access to the U.S.S. ENTERPRISE. Marta pleads for Kirk's life.



**4** Garth has created a powerful explosive which he intends to use to take over the universe. He demonstrates its destructive force on the unfortunate Marta.



**5** Spock realizes who the real captain is when one Kirk clearly puts the safety of the U.S.S. ENTERPRISE first by ordering the Vulcan to stun them both.



**6** Kirk defeats Garth, and the colony is restored to the control of Governor Cory. Garth undergoes the treatment he needs, and is given a measure of sanity.

## STARSHIP FACTS

**A** Spock finds the Orion animal woman Marta's dancing reminiscent of the dances Vulcan children perform at nursery school.





# 'Nemesis'

When **Commander Chakotay** crashlands on a planetoid during a routine survey mission, he finds himself thrown into the middle of a war zone. The planet's inhabitants, the **Vori**, have been at war for decades with the beast-like **Kradin**, whom they call the **Nemesis**.

## 'NEMESIS'

"It's told that they all wear the same horrid face ... their flesh is gnarled and blistery like the rotting trunks ... their glimpses flame like fire ... and, if you dare near enough, their breath stinks of muck."

— Rafin to Chakotay

**C**ommander **Chakotay**'s shuttle crashlands on a wartorn alien world. He is taken captive by three commandos patrolling the forest, and is taken to their camp. Their leader, **Brone**, orders Chakotay untied — he is not wearing the colors of the enemy. Chakotay spends the night at the camp and learns that these people are the **Vori**; they are at war with the **Kradin**.

At morning light, Chakotay and a soldier, **Namon**, go to the crash site, but there is little to be salvaged. Suddenly, the Kradin attack. Namon is killed before Brone's troop arrives to drive the Kradin away.

Chakotay leaves with Brone's squad for the **Seventh Contingent**. They find this Vori camp has been massacred. The Kradin attack again, and Chakotay is separated from the Vori soldiers. Exhausted, he comes to a village where he is greeted as a "**gloried Defender**", and a young girl places a garland around his neck. Soon after he leaves, the village is attacked. Chakotay returns and is captured along with the villagers by the Kradin; the elderly are taken to be exterminated. Angered, Chakotay lashes out at the Kradin commandant. They take him to the forest and tie him to the ground, but he is rescued by Brone.

## Acts of atrocity

When Chakotay hears the enemy troops approach, he is filled with hatred, and gets ready to fight. Unexpectedly, he hears a familiar voice. A Kradin soldier stands in front of him; it is **Tuvok**. The Vulcan has come with the Kradin to rescue Chakotay; the Vori captured him when his shuttle crashed, and used sophisticated brainwashing techniques to recruit him for their own forces. Tuvok returns Chakotay to the village to convince him, and the villagers greet him as if for the first time — they are a simulation.

Once back on the **U.S.S. Voyager NCC-74656**, Chakotay is physically fine, but he realizes his psychological scars may take longer to heal.

## ON SCREEN...



**1** Chakotay spends the night at the Vori camp; their warriors have a strange dialect, describing how they will "rid [their] sphere of the Krady beasts in the soon after."



**2** Chakotay decides to join Brone's troop until he can contact the **U.S.S. VOYAGER**; he wears Namon's uniform but he is as yet unwilling to pick up arms and fight.



**3** Chakotay is welcomed to the **Laharna Settlement**; Karyia places a garland of flowers around his neck. These peaceful villagers are later attacked by the Kradin.



**4** Meanwhile, back on **VOYAGER**, the crew have located the planetoid where Chakotay has crashed. Janeway speaks with the Kradin Ambassador about retrieving him.



**5** Chakotay now feels the same hatred for the Kradin as the Vori do; he does not believe Tuvok when the Vulcan arrives to tell him it has all been elaborate propaganda.



**6** Back on **VOYAGER**, the Kradin Ambassador, Treen, visits Chakotay in sickbay. But Chakotay realizes that it is easier to learn to hate than to learn when to stop.

## STARSHIP FACTS

The Vori claim the Kradin violate their beliefs by turning the bodies of those they kill to face the sky, so they will never descend to the "way after."





# 'Revulsion'

On an alien ship somewhere in the Delta Quadrant, a body is dragged across a bloodied deck and into a narrow chamber. Soon after, the *U.S.S. Voyager NCC-74656* receives a distress call from the ship's sole survivor, a holographic being.

The *U.S.S. Voyager NCC-74656* receives a distress call from a holographic being called **Dejaren**. The **Doctor** and **Lt. Torres** take a shuttle to Dejaren's ship and beam on board to a dimly lit bridge, where Dejaren startles them by appearing beside them. Dejaren is the ship's holo-janitor; his crew were infected and died from a deadly virus while surveying a planet. Dejaren had no medical programming to help them.

Dejaren's image is unstable, so Torres accesses his **primary isomatrix** from a small chamber. Dejaren brings her some rations, and watches while she eats. Unexpectedly, his subservient demeanor changes as he expresses a fanatic hatred of 'organic' beings. Torres reports the incident to the Doctor, who distracts Dejaren while she goes to the lower decks to deactivate the **holoemitters**. There, Torres discovers the bloodied bodies of the crew in one of the chambers. Dejaren murdered them.

## Neurotic behavior

On the bridge, Dejaren tells the Doctor the crew treated him as a slave. Suddenly, the unstable hologram's image fritzes slightly, and he realizes what Torres is attempting to do. Transporting to the lower decks, Dejaren phases his arm through Torres's chest and grabs her heart; she just reaches the controls to deactivate him. The Doctor arrives and helps Torres to the bridge, but Dejaren reappears and attacks again. He lunges at the **EMH's** mobile emitter.

The Doctor vanishes. Torres comes to and crawls across the deck to a small chamber. Dejaren phases through the bulkhead toward Torres with the intent to kill her; as he gets close, Torres rolls and grabs a loose cable, and pushes the live end through his chest. The energy destroys Dejaren's holomatrix, and the murderous hologram is gone.

Torres retrieves the mobile emitter to reactivate the Doctor and transports them back to the shuttle. They return to *Voyager*, glad to have escaped with their lives.

## 'REVULSION'

"Look at you ... grinding up bits of plants and animals with your teeth ... secreting saliva to force it down your oesophagus into a pit of digestive acids ... What a repulsive creature you are."

— Dejaren to B'Elanna

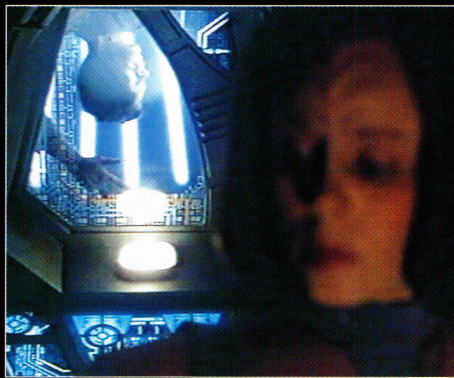
## ON SCREEN...



**1** Torres is shocked when Dejaren's calm personality changes in an instant. He vents his disgust and utter repulsion against 'organic' beings.



**2** Dejaren shows the Doctor a pet holo-fish he has created for himself called Spectrum, while Torres goes to the lower decks to deactivate the holoemitters.



**3** Torres discovers the murdered bodies of the crew below. She very nearly becomes Dejaren's next victim; the hologram phases his arm through her chest.



**4** On the bridge, Torres prepares to transport herself and the Doctor back to their shuttle, but the Doctor notices that Dejaren's holofish is still activated.



**5** Torres tricks Dejaren into following her into a chamber, allowing the hologram to get close so that she can push the loose cable into him, destroying his holomatrix.



**6** The Doctor and Torres return to the *U.S.S. VOYAGER*. Torres needs to be treated for the internal injuries she sustained from Dejaren.

## STARSHIP FACTS



A party is held in the mess hall of the *U.S.S. Voyager* to celebrate Lt. Tuvok's promotion to the rank of Lt. Commander.





# H continued

## holoprojection, remote

A system of holographic projectors installed in the **U.S.S. Voyager**, and controlled remotely by the **EMH** program. Once complete, the EMH is able to project itself into Decks 1 through 5, as well as Engineering, the mess hall, and the cargo bays. (*Starship Log*: 'Projections' [VOY]) **SEE FILES 29, 56, 71**

## holoprojector

**SEE** holographic projector

## holoprojector, interactive

A holographic projector installed at **Quark's bar** simulates **Morn** at his usual barstool. This was purchased to compensate for the five percent drop in business usually experienced during Morn's absences. (*Starship Log*: 'Who Mourns for Morn?' [DS9]) **SEE FILES 27, 58, 59, 70**

## holoscan

This extremely detailed and time-consuming process scans an object with the purpose of creating a three-dimensional model. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILES 59, 70**

## holosuite

A smaller version of the **holodeck**, primarily used where power and space are limited, such as on **Deep Space Nine**. The **U.S.S. Enterprise NCC-1701-D** had 20 holosuits in addition to its four holodecks. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 25, 27, 70**

## holosuite memory core

A holosuite's memory processing and storage system. The core is large enough to store the **transporter patterns** of five people, but cannot hold their neural patterns. (*Starship Log*: 'Our Man Bashir' [DS9]) **SEE FILES 27, 70**

## Holt, Admiral Marcus

Admiral Holt, an old friend of **Captain Jean-Luc Picard**, was **Starfleet's** chief officer in charge of **Federation** starbase **Deep Space 3** in 2370. (*Starship Log*: 'Interface' [TNG]) **SEE FILES 19, 32, 43, 69**

## Holy Icon

Two unscrupulous **Ferengi**, **Arridor** and **Kol**, called a purloined replicator a 'Holy Icon', and used it to cement their pseudoreligious rule over the citizens of **Takar City**. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 18, 51, 71**

**Arridor** and **Kol** duped the **Delta Quadrant Takarians** by claiming to be the **Holy Sages** of their religion.



## Holy Pilgrim

Messianic figure to the followers of the **Holy Sages**. In order to end the domination of the **Takarians** by **Ferengi** charlatans, **Neelix** posed as the Pilgrim and led the 'Sages' back into the sky. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 18, 43, 51, 71**



**Feats such as the home run that won the 2042 World Series made Buck Bokai a baseball legend, and kept his memory alive. Aliens who accessed Ben Sisko's mind took his form.**

## Holy Rings of Betazed

**SEE** Betazed, Holy Rings of

## Holy Sages

Religious figures, also known as the **Great Sages**, in the doctrine followed by the people of **Takar City**. In 2366, two **Ferengi** impersonated the Sages by appearing to fulfill the religion's prophecies, thus enriching themselves at the **Takarians'** expense. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 18, 51, 71**

## home run

In baseball, a hit that allows the batter to make a complete circuit of the bases and score a run. A dramatic home run by **Buck Bokai** won the 2042 World Series for the **London Kings**. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILES 7, 44, 70**

## homer

Baseball vernacular for a home run. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILES 7, 70**

## Homer

Greek epic poet who lived circa 850 BCE. He composed the **Homeric hymns** and other works, but little is known of his personal life and background. (*Starship Log*: 'Darmok' [TNG]) **SEE FILE 69**

## Homeric hymns

Ancient series of poems based on Earth myths, credited to a Greek citizen named Homer. His works have been studied for millennia, and are well known to **Captain Picard**. (*Starship Log*: 'Darmok' [TNG]) **SEE FILES 43, 69**

## Homestead Grays

Professional baseball team in the mid-20th-century American Negro Leagues. **Benjamin Sisko** wore a Homestead Grays' team cap while teaching the game, and the concept of linear time, to the **wormhole aliens** in 2369. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 43, 70**

## homeworld

Generic term for a race's native planet. Usually the center of its culture and its seat of government. **SEE FILE 18**

## Homn

This towering and taciturn individual of undetermined lineage served as orderly to **Lwaxana Troi** during the 2360's. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 58, 69**

holoprojection, remote  
holoprojector  
holoprojector, interactive  
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holosuite  
holosuite memory core  
Holt, Admiral Marcus  
Holy Icon  
Holy Pilgrim  
Holy Rings of Betazed  
Holy Sages  
home run  
homer  
Homer  
Homeric hymns  
Homestead Grays  
homeworld  
Homn  
Hon'Tihl  
honatta  
Honey Bare, Professor  
Honorius  
Hoobishan Baths  
Hood, Robin  
Hood NCC-1703, U.S.S.  
Hood NCC-42296, U.S.S.  
Hoover, J[ohn] Edgar  
hopper  
Horath, Prime Minister  
Horath  
Horatio, U.S.S.  
Horga'h'n  
Horis  
Horizon, U.S.S.  
Horne, Walter  
Hornet, U.S.S.  
Horran



**Mr. Homn was a loyal servant to Lwaxana Troi for many years, and accompanied her everywhere.**



**Neelix posed as the Holy Pilgrim in order to retrieve the Ferengi who were exploiting the Takarians.**





**Hon'Tihl** Klingon officer serving aboard the ship *Toh'Kaht* in 2369. Hon'Tihl died after transporting himself to *Deep Space Nine* immediately before his ship mysteriously blew up. (*Starship Log: 'Dramatis Personae' [DS9]*) **SEE FILES 34, 70**

**honatta** Vidlian name for an individual obliged to acquire, by any means necessary, replacement organs that can be transplanted into a fellow, **phage**-affected Vidlian. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 18, 71**

**Honey Bare, Professor** A character in **Julian Bashir's** secret agent **holoprogram**. A leading seismologist and a female of exceptional allure, Professor Bare is rescued by Julian from the lethal clutches of **Dr. Hippocrates Noah**. (*Starship Log: 'Our Man Bashir' [DS9]*) **SEE FILES 27, 43, 70**

**Honorius** Roman Emperor of the West (395-423 CE), under whose reign the empire's decline became irreversible. In 2367, **Picard** pessimistically equated the attacking **Borg** to the Visigoths who defeated him. (*Starship Log: 'The Best of Both Worlds', Part I [TNG]*) **SEE FILE 69**

**Hoobishan Baths** This resort on **Trill** provides steam rooms and other spa-like facilities. *Deep Space Nine's* **holosuites** featured a simulation of Hoobishan, where **Dax** enjoyed full-body rubdowns given by sparsely-clad masseurs. **Kira** required some persuasion to follow Dax's example. (*Starship Log: 'The Way of the Warrior' [DS9]*) **SEE FILES 27, 70**



**Hood, Robin** Legendary English outlaw of 14th-century Earth celebrated for his courage, chivalry, and charity. According to **Sisko**, **Starfleet** fugitive **Michael Eddington** saw himself as a Hood-like figure. (*Starship Log: 'QPid' [TNG]; 'For the Uniform' [DS9]*) **SEE FILES 43, 69, 70**

◀ **The crew of the U.S.S. ENTERPRISE NCC-1701-D were once trapped in a Robin Hood scenario by Q.**

**Hood NCC-1703, U.S.S.** **Constitution**-class **Federation** starship, registry number **NCC-1703**. In 2268, the *Hood* was part of the **Starfleet** task force engaged in combat exercises utilizing the **M-5 multitronic computer**. (*Starship Log: 'The Ultimate Computer' [TOS]*) **SEE FILES 31, 68**

**Hood NCC-42296, U.S.S.** **Excelsior**-class **Federation** starship, registry number **NCC-42296**. While under the command of **Captain Robert DeSoto** in 2364, the *Hood* transported **Geordi La Forge**, **Dr. Beverly Crusher**, and its former first officer **Commander William T. Riker** to new assignments on the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Encounter at Farpoint' [TNG]*) **SEE FILES 31, 69**

**Hoover, J[ohn] Edgar** American criminologist and FBI director from 1924 to 1972, noted for his extreme tactics in pursuing outlaws and supposed enemies of the state. **Fred Noonan** demanded to see Hoover when confronted by the **U.S.S. Voyager NCC-74656** crew in 2372. (*Starship Log: 'The 37's' [VOY]*) **SEE FILES 18, 44, 71**

**hopper** Small military spacecraft, used for transporting ground forces when beaming is unavailable. During the battle at **Ajilon Prime**, **Kirby** told **Jake** that **Klingons** were successfully shooting down **Starfleet** **hoppers**. (*Starship Log: '... Nor the Battle to the Strong' [DS9]*) **SEE FILE 71**

**Horath, Prime Minister** Chief executive of the **Prytt** government, a xenophobic splinter nation on **Kesprytt III** that abducted **Captain Picard** and **Dr. Beverly Crusher** in 2370. (*Starship Log: 'Attached' [TNG]*) **SEE FILES 18, 43, 69**

**Horath** A popular folk song in **Haliian** culture, often sung during that society's **Batarael** observance. (*Starship Log: 'Aquiell' [TNG]*) **SEE FILES 32, 43, 69**

**Horatio, U.S.S.** **Ambassador**-class **Starfleet** vessel, registration number **NCC-10532**. In 2364, while under the command of **Captain Walker Keel**, an alien entity was responsible for killing his crew. (*Starship Log: 'Conspiracy' [TNG]*) **SEE FILES 31, 43, 69**

**Horga'hn** This iconic figurine is a potent talisman for the carnal practices of planet **Risa**. **Captain Picard** acquired one for **William Riker**, which Riker often displays in his quarters. (*Starship Log: Captain's Holiday' [TNG]*) **SEE FILES 4, 6, 69**

▶ **The legendary Tox Uthat was hidden in a Horga'hn statuette in 2366.**



**Horis** Prisoner on **Terok Nor**, detained in a holding cell with **Sisko**, **Odo**, and **Garak** during their telepathic revisit to the **Cardassian** occupation of **Bajor**. Horis was transferred for further interrogation. (*Starship Log: 'Things Past' [DS9]*) **SEE FILES 27, 36, 70**

**Horizon, U.S.S.** **Daedalus**-class starship, registration number **NCC-176**. This early **Federation** starship was lost and presumed destroyed following a stopover at **Sigma Iotia II**. The crew inadvertently germinated a new, violent society on Sigma Iotia II by leaving behind a book on the mobs of 1920's Chicago; the Iotians remodeled their society on the one described in the book. (*Starship Log: 'A Piece of the Action' [TOS]*) **SEE FILES 18, 68**

**Horne, Walter** Professor who taught creative writing at **Starfleet Academy** for more than 40 years. Among his former students are **Wesley Crusher** and **Jean-Luc Picard**. (*Starship Log: 'The Game' [TNG]*) **SEE FILES 19, 43, 69**

**Hornet, U.S.S.** **Renaissance**-class starship, registry number **NCC-45231**. The *Hornet* was part of the task force that isolated the **Duras sisters** from their **Romulan** suppliers during the **Klingon civil war**. (*Starship Log: 'Redemption', Part II [TNG]*) **SEE FILES 19, 31, 69**

**Horran** Ancient poet-philosopher of **Bajor**. At least seven of the sacred **Bajoran Prophecies** are attributed to Horran. (*Starship Log: 'Ferengi Love Songs' [DS9]*) **SEE FILES 10, 70**